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# amiga

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**Inside:** **FORCE NINE MAIL ■ PD ROUND-UP ■ LOOM TIPS ■**  
**■ HOT AMIGA NEWS ■ CUT-OUT 'N' CHEAT SPECIAL!**

# 100% ALIVE

Pick up someone else's litter	Go for a day without spreading	Write to Mother Teresa
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Eat a pineapple	Read a page from a book by Charles Dickens	Begin something you've always wanted to begin
Write the alphabet backwards	Play football in the street	Talk to a child about the future
Order an empty ship and leave it outside your house for a week	Give £100 to a down and out	Think purple
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Make a record	Make a statement	Go on holiday and don't take any luggage
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	Laugh	
	Take a picture of your bath	
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	Make a cake	
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	Turn up a favourite radiator	



**TUNE TO 100FM,  
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STICK A PIN IN THIS  
PAGE AND DO IT.**

1. From someone you like

2. Take a friend to the zoo



# amiga

## FORCE

ISSUE 11

NOVEMBER 1993

# W



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# Read all about it!

## AF GOES TO FAWLT TOWERS!

Welcome, one and all, to the very latest issue of Britain's fastest moving Amiga magazine.

Fastest moving in every sense this month — as we've just finished unpacking all of our stuff here at AF's new editorial offices located in Newton Abbot.

Yep, we've finally moved away from the warm glowing lights of Luton in Herts and set up camp here in the even slower county of Devon.

There are pros and cons to this whole moving thing. On the up side we no longer have to share a coffee machine with the likes of the kids working on MEGA MACHINES. On the down side, we don't have a coffee machine anymore.

Anyway, it's almost hushtime on the final day of this spectacular issue and we're all off out to the chip shop — found downstairs when we were looking for the toilets. Oh yeah, not having a toilet is a bit of a down side as well.

There are a few new names to get used to this issue and we're sure you'll agree that they are all worthy additions to the team. Check out the contents pages to see who we all are and what we do (during office hours).

Coming back to more mundane matters like sex drugs and money, last month Phil said that we were coming down in price this month. Well, not to put too fine a point on it, he lied. Not intentionally you understand, he just didn't realise how expensive it is to live in Devon.

Anyway, enjoy the new issue and don't forget to drop the new team a line to let them know what you think.

## MONSTERS MASHED

Costume have abandoned their much-publicised Universal Monsters project. Despite being in development for some time (and getting good reviews in lesser mags) the game was nowhere near publishable standards and Ocean were unwilling to throw good money after bad.



## CHRISTMAS SHOPPING MANIA!

Y ou know how you always run out of ideas for Christmas stocking fillers? Well, worry no more. Just check out the great bargain titles available for only £2.99 from Data Marketing.

In other Data describe as a special Christmas offer of 'subsidiously low priced' a host of top Amiga titles are up for grabs. The games on offer are Storm Master, Metal Mutant, Crystals of Arctoria, Boston Bomb Club, Superki 2 and Starblade. You can get



## A GREMLIN IN THE WORKS

Extermin Graphics are to release their celebrated carni trilogy on a single CD. Due for a November release, the CD32-only compilation is to feature enhanced versions of all three games, taking advantage of the machine's 32-bit architecture with new graphics and original CD music. According to Gremlin's marketing director David Ishtar,



and color.

The Lotus image has become one of the most recognisable and powerful endorsements in the video games markets. To the consumer it's a seal of approval and to the trade a guarantee of quality

Yes, but is it any good? The first game, Lotus Expert Turbo Challenge, is great. With its split-screen two-player option, wide variety of tracks and almost arcade-quality graphics it has previously been (and some may argue still is) corrupt and sun-soaked above its rivals. However, it does have one real flaw in that the single-player option only





your hands on one or all of them by contacting Data Marketing direct. Simply send a cheque or postal order to Data Marketing, 3 Cranfield Place, London NW9 3BT or telephone 071 328 2362.

Hurry up, though, because Santa just might change his mind!

There are some great games in the Simults budget range, but also one or two bunnies. A quick look through the AMIGA FORCE back issues separates the wheat from the chaff.



Starblade, reviewed in Issue Five, scored a less-than-impressive 23%. The hero, we complained, is very slightly uninvited, and we concluded that the less said about this game the better — enough said. Storm Blaster did better, clocking up a respectable 65% in Issue Six — it's not a bad strategy game at all. Metal Mutant is a limited but fun beat-'em-up that won't hold you forever but at £2.99 is a bit of a bang, while Crystals of Arctoria, the first game in the Ishtar series, is a neat RPG that's only let down by its sluggish running speed. Fans of the multi-sports sim will find Superstar 2 to their liking, but the biggest bang of the batch is Soccer Bomb Club, a cool puzzle that owes

much to Pipemania without being a clone. It's not exactly everyone's cup of tea (or bag of bombs for that matter) but, again, the negligible price jumps to mind...

## GAMETEK SEEK OUT NEW 'FRONTIERS'

Konami's most eagerly-awaited game of 1992 has now become the most eagerly-awaited game of 1993! Konami have never been shy about hyping up Frontier — like it, David Graham's

follow-up to his original mega-selling space epic. The only problem has been actually providing Amiga fans and home users with a definite release date. Strangely enough, it's actually Kelly Sumner's Gametek who have come up with the goods!

Konami have now announced that Gametek are to handle the worldwide sales and marketing of the Amiga, IBM-PC and Atari ST versions of the game. Gametek are to release the game for the Christmas run in on all three systems.

Previously Gametek have distributed a number of other top Konami titles, including Bahrain Racers, Top Gun and Wilson Prostaff Golf. Konami are confident that Gametek will use their marketing expertise to turn the sequel into an even bigger smash than the original title.



uses the full screen — a fault corrected in Lotus Race Challenge 2. Unfortunately Lotus 3: The Ultimate Challenge isn't up to the standards of its predecessors, with horrible choppy roads and a car that virtually steers itself. You can't actually



budget already, so it'll have to be pretty cool if it is to take the choppy road.



steer the car at all. Lotus 3 is a feature requested on Gran Turismo by the licensing agreement. So does the CD package cut the mustard? Well that all depends on the price — which is to be anticipated — and the enhancements. The first two games are on

Quicksilver are also planning a CD conversion of Zool 2, which is based on the Atari 3200 version, but with added ray-traced images. Also on the horizon are versions of Zool 2, L4: Devil and Premier Manager, their successful footy management game.

## STAND AND DELIVER

At coders Mental Image are working on a stockpiling graphic adventure called The Reluctant Highwayman.

Played using a Lucasarts-style 'point and click' interface, the game features a story, with some hope who takes to highway robbery, not to make his fortune, but to impress the girl. He wanted to make a departure from the traditional sword and sorcery-type game, and a Mental Image spokesperson. That sort of adventure's been done to death. No publisher has yet taken up the game, but expect more news as it's made.

Also in the pipeline are the sequels to the Shareware hit machine gun The Missing Fox which, although only just released, is already a great success. Mental Image hope to produce several different machines, which combine to make a Final Fantasy-style multi-machine event.

The next game on the cards is based on technology, and will feature all sorts of sub-games, some in which you have to 'win a certain amount to access. They hope to make them interdependent within the game too, so you can take money earned on one ball machine and spend it on another.

## SYNDICATE SOFTWARE SUCCESS

Best-selling and highly-acclaimed Syndicate. Featuring different weapons, features and 10 new levels, it's bound to be a surprise hit with the original game's many fans.

Among the many new features now available, the data disk will allow you to disguise your agent as a civilian and take out opponents by lobbing hand grenades over small buildings. The additional weapons include a Napalm gun, while you can also now use a transmitter to call down an emergency airstrike against the enemy. There's also a multi-player option to link

Amiga, allowing you to interact with a friend throughout the game.

The price and release date will be announced soon, so prepare yourselves.



# News!

## OCEAN GO SERIOUSLY NUTZ OVER A1200



heralded as a *Sonic* beater. Only time will tell. At the time of writing it isn't known whether or not Mr Nutz will make it onto the A1200SD of the CD32.



**M**ancunian software giant Ocean have announced their first ever release written specifically for the Amiga 1200. Based on their latest character — Mr Nutz, a squirrel with attitude — the game's due for a November appearance.

Usually for Ocean the game isn't a character or film license, although they seem intent on making the returned one as instantly recognisable as *Zool* or *Mario*. The game is to benefit from national newspaper campaigns, a huge advertising budget, TV and radio coverage (they hope), a Mr Nutz roadshow and personal appearances throughout the country.

While the character of Mr Nutz has potential, is there room for another cutie character at the moment? An interesting concept, as similarly to *Sonic* the Hedgehog could work against it. However, if it's a binder it could, like *Zool*, be

## PSYGNOSIS DOUBLE-HITTER

**U**nshowered by their being taken over by the Sony corporation, Psygnosis continue their assault on the Amiga with two brand-new titles due for a November release.

*Innocent Until Caught* is a graphic adventure featuring a massive 10 Mb of data, realistic 8-way movement, an 'Intelligent Inventory' (whatever that is), and a comprehensive parser that lets you interact with virtually anything.

Characters and objects will be 'scouted' when moving into and out of the screen, giving the graphics a high degree of depth unlike some flat-looking games. It also has a plot that would turn John Major's hair gray if it wasn't that way already — you play Jack T. Ladd, who on order to clear his debts with the tax man, becomes involved in a huge number of strange and unbelievable incidents that only the most loyal of friends would comprehend. They also boast that the game's the first to feature 'SmartText'™, 'CynPlay'™, and 'Virtual Pornography'™! Could they be heading for their first 10-certificate game? We'll have to wait and see.

Less potentially controversial is *Wit 'N' Wix*, a wily and wacky platformer with words and sounds of words, words and words. We hope they don't wear out their 'W' key while typing out the manual.



The game boasts mega-speed and a two-player game that's everything the head-to-head option on *Sonic* 2 should've been. A brave claim indeed.

Bearing in mind the game isn't to be released until November, it's surprising that Psygnosis are claiming outstanding reviews... in *Computer press*. Or maybe it isn't — some magazines are almost prepared to review a fake hit.

Psygnosis plan a huge promotional campaign for the game, and fully expect it to be a chest tipper.

# Top 20



COMPILED BY GALLUP SPONSORED BY PENGUIN BOOKS

Team 17 do something of a takeover of the charts, with *Project X* leading the way.

- 1 Project X**  
Team 17
- 2 Synthesia**  
Electronic Arts
- 3 Sensible Soccer 2000**  
US Gold
- 4 Championship Manager 93**  
Dorland
- 5 Dune 2**  
Virgin
- 6 World Class Cricket**  
Audiogenic
- 7 Goal**  
Virgin
- 8 Alien Breed: Special Edition 92**  
Team 17
- 9 F1T Challenge**  
Team 17
- 10 Sensible Soccer 9999**  
Rampage/Blindspire
- 11 Flashback**  
US Gold
- 12 Formula 1 Grand Prix**  
Management
- 13 Secret Strike**  
Electronic Arts
- 14 First Division Manager**  
Codemasters
- 15 Tactical Pursuit**  
Hi Squad
- 16 Premier Manager**  
Gamin Graphics
- 17 Body Mass**  
Team 17
- 18 Blade Of Destiny**  
US Gold
- 19 RB12**  
Hi Squad
- 20 WWF Wrestlingmania**  
Hi Squad

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■ Choose your weapons and aim up your plane.

■ See that quid in the white helmet? That's you, that is.



## COMBAT

### ■ Psygnosis, £TBA

**T**he Persian Gulf in 1990 wasn't a nice place to take your Summer holiday. Saddam Hussein of Iraq cast his greedy eyes towards the cradle of Kuwait, an oil-rich but tiny state with which he had a long-standing dispute. On August 2nd his tanks rolled Southwards, the Iraq army (the fourth largest in the world) soon overcame its ticky neighbour.

The rest of the world didn't take too kindly to this and set up a task force to retake Kuwait. The Americans in particular thought it was shocking that Iraq could interfere with the USA's oil supply in this way and instantly got on their moral high horse, saying Saddam wasn't very nice at all. They consequently forgot that they'd been doing him throughout the last Iraq war of course — they're nothing if not pragmatic, those Yanks (in at politics) — Etc.

The task force entered the Gulf and operation Desert Storm was born, the Americans leading the charge and generally kicking butt (most of it allied).

This is the setting for *Combat Air Patrol*, a modern-day flight sim from the makers of *Air Support*. As a USAF pilot, with your wing-



■ How do you write a caption on a flight sim at point three in the morning? The answer is, you don't — at least not properly. I wonder what a P-55 looks like...

### F-18 HORNET

**T**he Hornet (also known as the McDonnell Douglas/Fairchild F-18 — tho' I call it the Hornet) is another multi-purpose attack fighter, although not developed specifically for the navy, it has been widely used to this effect.

The large wing area and strengthened fuselage allow for a greater fuel and weapons payload, giving the plane a greater range and higher degree of self-sufficiency, making it ideal for carrier launch.

The Hornet can carry a variety of air to air and air to ground missiles and it also has an MB1 cannon mounted on the nose.



# COMBAT AIR PATROL

men in tow, you lead a series of sorties into and around Kuwait, "conducting" the meticulously modeled air war. You can indulge in a little training, practicing specific aspects of aerial combat, take on a single mission or if you're really brave go for the entire campaign. When flying the full campaign, you can (if successful) rewrite the history books and carry on into Iraq, leaving the Baghdad Blucher himself if you're really lucky. The option to start a mission already in the air is available, and you can always locate some of the game's parameters to suit yourself if you so desire.

## Storm Is A Two-Step...

Playgroup obviously set out to create an "action" sim. The flight model's been simplified for ease of play; for example, you can bank the

wings without losing height (the plane should dip due to induced lift), although you can still use the roller to climb and bank at the same time. The weapons selection screen is equally polished, with default set-ups on offer. The overall standard of presentation is well up to Playgroup's usual standard, with lots of outside views on offer and a musical effect each mission, using a variety of sound effects. You still have a fair few keys to press though — this is a far more complex game than, say, F-15 Strike Eagle II. The graphics are fast and polished, although, compared to MicroProse's *Gunship 2000* or the forthcoming *F-117A Stealth Fighter*, the ground topography seems a little flat.

For a game that boasts accessibility as its main selling point, the learning

curve is a little harsh. It's not as user-friendly as *Gunship 2000* either. You can't get your own supports, the navigation map's not at the same standard and targets aren't as clearly highlighted. Even so, you soon get used to the game's idiosyncrasies and it's streets ahead of most other flight sims.

*Combat Air Patrol* is a sim for people who don't like sitting around for an hour watching the world go by just because genuine pilots are forced to do so.

The simplified flight model will win it many fans. Though we feel that combat is a little more tedious than it should be. Nevertheless, it's a great game that's sure to fly high in the charts.



**“The graphics are fast and polished”**



■ Now that's more like it — sipping tea in the briefing room

■ Well, 'ard battle map courtesy of Stormin' Norman

## F-14 TOMCAT

The German F-14, aka the Tomcat, was developed as a multi-purpose fighter with one deployment as a specific feature. Because of its outstanding performance it's become part of the backbone of the US Navy's air support.

Powered by two General Electric F110 engines, it can reach a top speed of Mach 2.5 without losing an ounce of manoeuvrability. Its weapons systems can track up to 20 targets simultaneously, highlighting the one most threatening for immediate attack.



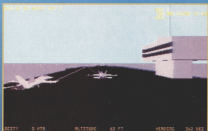
## Rich pickings!

### POLICY OF LIES?

**C**ombat Air Patrol has taken two years to develop, and at the time of writing has only just been finished. So why did most Amiga magazines review it six months ago? Several missions have been added since they "finished" the game and a suite of significant changes included, making their shortcomings redundant.

Anyway, it's here now, and it's great.

Below: Oh no — another early morning capture, guys and gals. Could this be the one to ensure a nervous subsequent to the publishing of this issue?



■ Ready for take-off, just make sure you don't end up in the drink.

■ A more radical view of things. Don't worry, it's quite simple to figure out.



■ A volley of missiles streaks towards your prey.

■ So that's what fighter pilots keep between their legs!

## amiga Rating

■ DEVELOPERS: ED SCIO & CO.

■ DISKS: 3

■ PLAYERS: 1

■ GENRE: NIGHT SIM

■ 100% COMPAT: YES

■ HD INSTALL: YES



■ A great little flight sim, but not as good as MacroProse's Gunship 2000.

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**NOW** ... a soccer simulation that combines realism with fast arcade action!



# EUROPEAN CHAMPIONS

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Feature!

# SERIOUSLY FU

## MICROPROSE

**This month we at AMIGA FORCE thought we would take you by the hand and lead you on a trip down the MicroProse memory lane. These were the guys that decided that the sky wasn't the limit and soared to the top of the charts. Now the undisputed kings of the flight sim have opened their hearts to AMIGA FORCE and exposed their heady path to success. It's enough to warm the cockles of your heart!**

### IN THE BEGINNING

It all started back in 1982 in the unlikely setting of a business conference in Las Vegas. Taking a break from the serious atmosphere of the real world, Bill Stealey and Sid Meier strayed into an arcade and began playing an aerial combat arcade game. Stealey just happened to be a former hot-shot in the American Airforce with considerable experience in high-tech flight simulators. He felt that the game they were playing was little short of abysmal. Legend has it that Meier turned to him and blurted, "I can design a better game in a week!" To which Stealey retorted, "If you can make it, I can sell it." Meier actually took two months to complete the game, which they titled *Afterburn*. And so the legend was born.

Since then the MicroProse name has become synonymous with high quality simulation software, which,

although originally targeted at a primarily sophisticated adult audience, has now claimed a regular spot at the top of any best-selling list. Their list is long and distinguished, featuring simashes such as *F-15 Strike Eagle*, *F-16 Stealth Fighter*, *Formula One Grand Prix*,  *Civilization* and *Command & Conquer* 2000, which is their best selling game to date.

As MicroProse grows, it's turnover reached \$14 million — plenty of good times there, and still enough dough left over for the journey home! The money was actually put to a better use unfortunately. The MicroProse lads decided to buy up Telesoft/Soft, the software publishing wing of British Telecom. It seemed at the time that the main reason was to get their hands on the brilliant *Star Trek: Voyager*, which was being programmed by Geoff Crammond at the time. The game was eventually released on MicroProse's MicroStyle label. The deal meant that MicroProse acquired the two production companies Firebird, who created the amazing *Flight and Fighter*, whose *MicroWarrior* (which springs immediately to mind,



# UN SOFTWARE

## Preview Special

### Nighthawk F117-A Stealth Fighter

**M**icroProse are releasing yet another of their superb flight-simulations and we were lucky enough to get our hands on a copy. So read on for the latest news on this great new game.

You know those paper plane models that look like paper darts and are supposed to be so quiet they wouldn't even wake your mother on a Saturday night? Well they're called Stealth Fighters (you probably knew that!) and one of them is the star of MicroProse's latest action-packed flight simulation.

MicroProse describe it as 'The definitive simulation of America's radar elusive jet'. From what we've seen of it it really seems perfectly justified to blow their own trumpet. One of the reasons I liked it so much has been to reading my flightless gear to work! The game has all the usual features you would expect from a quality MicroProse flight simulation. Plenty of control options, an impressive view from the pilot's perspective, oh yeah and I'm sure that there will be a bumper instruction manual to complement the game, complete with pages of technical trivia. Let's be honest now it just wouldn't be the game without one of MicroProse's epic tomes.

You can expect to be impressed by the graphics in the game, which go a long way towards giving this flight sim its authenticity.



## Commitment to serious fun

MicroProse are almost unique in the software industry for their use of an exclusively in-house software creation team. This development relies on a team approach with professional game designers, programmers, musicians and screen graphics artists working on specific projects. To produce a new title can take these guys as long as eight man-years over a three-year period and represents a multi-million dollar development and marketing investment.

MicroProse's Jason Dutton describes the company as having a strong commitment to, 'absolutely, exciting, successful and above all, fun' computer and video games. To achieve this aim MicroProse employ 300 full-time staff and the company is spread across the USA, Europe and Australia. Not bad for a couple of blokes who got motivated by an arcade game! Having established themselves as a strong modelling force on the 8-bit scene back, they're now one of the biggest 16-bit developers around, and have recently started producing top class console titles, as well as developing more computer-oriented software.



There's also a thumping sound track and some really authentic sound effects to get you in the mood for your life or death missions.

The idea behind the game is to guide your Stealth Fighter across five different missions. Each one is based around an incident occurring in a trouble-spot somewhere in the world. Get in, do the

business and get out is the basic idea. No messing, no noise and happily no games. Use all flight simulations: the game takes some getting used to, but once you've mastered the controls and become a bit fixed at entering identity around the world, the game looks like it's going to be another winner for MicroProse.

Previews!

# Just around the Corner

We've got a real bag of goodies this time. There's the sequel to the ultimate footy management sim, a fiendish puzzle game and plenty of space-age technology. What more could the heart desire?



## PREMIER MANAGER II

■ Gremlin Graphics

In November 1992, it's almost as if footy games what Jack Walker's millions have done for Blackburn Rovers. It's not them right to the top! Probably the best football management simulation ever, Premier Manager has figured highly in our Top 20 charts ever since.

Hoping to continue this unprecedented run of success, Gremlin Graphics have created the sequel, with the innovative title of 1 The game is designed in the same no-nonsense style as the original. Once again you begin your precarious existence as a football manager in the Conference League, with the goal of reaching the heady heights of the nation's top clubs. If you can prove your talents in the English League this game gives you the great new option of moving into Europe and managing one of the world's most flamboyant teams. AC Milan, here I come!

### Additional Features

Like all good management games, this will leave every aspect of running the club to you. This time you will even have to ensure that there is adequate crowd control at every one of your team's games. Other extra features include weather conditions that affect games and can even lead to postponements, a four foreign player limit for European fixtures and a selection of eight different types of training camp. There will also be Premier Manager II data disks available, which will allow you to have a crack at competing in every other European league.

Gremlin promise stunning animation sequences. All we have to do now is wait for the big kick off. Will we be 'Over the moon' or 'As sick as a parrot'? It's over to you, Ben...

## K 240

■ Gremlin Graphics

Gremlin's other imminent release is an exploration of the uncharted waters of deep space. In K 240 it is the year 2080 and the cash-rich control of the Tarsen Empire is on the wane. The empire is struggling to maintain its power over 50 star systems, within which two alien races, threatened by mass during his rapid expansion across the galaxies, are included. Inter-planetary squabbles have reduced many areas to war and, as resources become scarce due to excessive mining, the Empire appears doomed to disintegrate into chaos.

# Under the Hammer!

Previews!

## TOTAL CARNAGE

by ICE

**T**otal Carnage. Not exactly a nice, peaceful name for a game. This image is reinforced by the blurb from ICE, who describe the game as 'The Mother Of All Battles'. Add to this a heady mixture of death, drama, action and humour and it doesn't take long for the bloodlust to begin to rise.

The idea behind the game sounds logical enough. Genetical Mutations, evil ruler of Koskenden, is creating mutant life forms at his well defended bio-nuclear research facility, cleverly disguised as a baby milk factory. You must ensure that his evil empire is destroyed before his mutants can wreak havoc upon the world. You can take the role of either of the Doomsday squad for this mission. Playing as Captain Carnage or Major Mayhem (sadly

lady!) you must rescue hostages and capture the dastardly dictator.

Players can test their fighting skills through three battlefields in pursuit of the fiendish general. Armed with an entire arsenal of bombs and missiles, one or two players must dodge land mines, flame throwers, toxic slimes, runaway jeeps and nuclear timebombs — now that's going some! There will be the usual score for players to collect to gain bonus points and weapon upgrades and by accessing the secret passages players will be able to wry ahead throughout the game.

This looks just the ticket for working any frustrations out of your system. Expect this great coin-op conversion to cause carnage in the streets very soon.



The only hope lies in the independent mining colonies that generate resources from the barren, poisoned fields found deep within the uncharted star systems on the edge of the empire.

You control one of these independents. The idea of the game seems to be to enlarge your colony and expand its mining operations so that you can exploit resources on the rest of the empire.

This is a pretty strange game. You must invest time and money in scientific research, as late inventions mean increased productivity. On top of this the game forces in the added twist of protecting your operation from an unknown enemy that has been sabotaging your equipment.

The concept sounds great but will PGM® make the grade? Expect more news soon...



## GEAR WORKS

by Hollywood

**T**he terms 'unique' and 'puzzle game' don't sit too well together as a rule, but Hollywood's next release breaks away from the 'falling blocks' and 'matching squares' approach and might yet achieve the impossible and add something new to the genre.

Gameplay couldn't be simpler. Connect the rotating cog to the stationary one via a series of others placed by yourself. They come in three sizes, but you can't choose which to use next — that decision is based on you, it is. Tests. Watch out for gears ruining the machinery too.

Gear Works is certainly original. Only time will tell if it's a classic puzzle game. At the moment it's a little sparse, but anything can happen between now and its September 23rd release date. Full review next issue.



## GULP

■ ICE

**E**ver had one of those days? You know what I mean, when everything just seems to go from bad to downright awful. Well, spare a thought for the stars of this original new game from ICE.

They're a race of super intelligent beings who have launched a rescue mission to save the Earth from certain destruction. The only problem is that they are a bunch of toddlers. Very small fish. But is, which isn't much use when you're

trying to save the human race. Your task is to guide the team of 20 fish back to their mother ship so that they can increase in size and get on with the job at hand.

Within the game there are 10 levels of action. It begins with it's own peculiar problems. These range from sports and toys shops through the depths of undersea caves to a crazy scientist's laboratory. You must guide your gang through these treacherous levels avoiding the many pitfalls and obstacles that block their fishy path. There's no doubt that this sounds like something a little bit different. Expect more news in the very near future.



## RISE OF THE ROBOTS

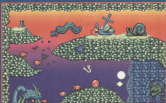
■ Mirage

**I**t's back! Set-up time again, with this year's most conventional game getting yet another mention. For once though it's not just a tired rehash of Street Fighter II. Instead, Rise of the Robots features some of the best ray traced animations ever seen outside of PG demonstrations.

The structure of the game was created using 3D modelling software, which makes the images used extremely realistic, very well animated and simply a joy to view. The characters also seem to respond quickly to a large degree of control commands. No Space Ace style trade-off here between the graphics and the gameplay. This game manages to combine the two. When you do get to see it (check out the incognito liquid robot which shatters when destroyed for an example of the graphical capabilities. The blockbuster movie Terminator 2 immediately springs to mind.

This game also boasts a plot. This sort of thought is often lacking in your standard beat-'em-up. The game is set in Metropolis 4, a vast electronics building that produces military and industrial robots. All human staff have been replaced in the plant by a robot overseer named 'The Supervisor'. This robot was inherently intelligent, consequently, when an eye virus attacked his circuits, he had little difficulty taking over the plant's security system and wreaking havoc. The company respond by sending in a cyborg, created from human and robot parts, to destroy the rogue machines.

Developed by Mirage's in-house team Indirect Design, this game looks to have it all. It will hit the shelves at the beginning of 1994 and promises to cause a stir. The screenshots are from the PG version, but it will also appear on the Amiga 500, A1200 and Amiga 0300.





**Competition!**

# WIN AN AMAZING NEW CD32 AMIGA CONSOLE!

**B**ut now you're probably hoping to get your hands on a CD32. More remarkable than the Mega CD, startlingly brilliant compared to CDS, this is the machine of the future — not that we blame you. We've had one in the office for almost a month now, and we're extremely impressed with its capabilities. Like the technically similar Amiga 1200, it allows for more colour on the screen than the standard Amiga 500 and runs a lot faster — ideal for the complex calculations involved in flight sims and other polygon-based games. The CD32 has one big advantage over the A1200 though — as it runs off a CD, you can play a game from start to finish without swapping disks! Obviously some method of saving games will have to be developed before the machine can reach its true potential, but Commodore intend to allow unlimited third party development, so it should be just around the corner.

So what do you have to do to win this amazing prize? Well, barstap over the Himalayas with a Yeti in your back? Spend a night in front of the TV watching endless Dad's Army reruns? No — just answer this simple question.

#### **What company makes the CD32?**

For a tie-breaker, tell us in no more than 25 words why you deserve a free CD32.

**Answers on a postcard to: 'IT'S COMMODORE YOU TWIRP' COMPETITION, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

Make sure your entry reaches us by December 14th. Any arriving after this date will be eaten and regurgitated by an office minion, before being returned to sender!



■ NOVEMBER 1992 ■

**amiga**  
POWER

**19**





## Rich pickings!

JAM  
PON

James takes his **SWB** Grandseccor out for a spin without realising how stupid he looks.



## JAMES POND

**P**ond is F.I.S.H.'s best agent and is pleased to get his first earned out some of the agency's most deadly missions. An expert athlete and master of all martial arts, Pond has recently been surgically implanted with revolutionary new 'air lungs' which allow him to function to his maximum ability while out of water.

Pond is a sloppy dresser and can speak over a dozen languages including dolphin, crab and even shark.



## ADMIRAL NELSON

**A**dmiral Nelson is the founder of F.I.S.H. and an ex-weather. Can't be fooled by his eye patch as there is absolutely nothing wrong with his eye and he moves the patch from one eye to another at will. The Admiral is a salty old sea dog who is forever talking about battering down the hatches.

'F'

**F** is the chief of F.I.S.H. and as such his true identity has never been revealed. It's specially designed office keeps him face in shadow at all times. M.P.I.S.H. agents receive their mission briefings from this mysterious character, as well as any specialist equipment they may require for their mission.

# ES D 2: ROBOCOD CD

**Chris!**

He's suave, debonair and, well, orange actually! As you might have guessed, James Pond of Robocod is just one massive pun from start to finish. It makes little use of the CD-32, apart from a great trailer for James Pond 3 and a new soundtrack for Robocod. The actual game itself is exactly the same as the original, it's just a shame that the CD-32 couldn't have been used to create a better new version. If you already have an action game, I would have to question the worth of spending money on this.

**The time!**

**Reviews!**  
**Go!**

On the sports equipment level, after the second set of spikes, collect the items in the following order: UPS, ICE CREAM, IRONS, GAITHER, SNOWMAN. The first letters of these items spells LIVES which will give you infinite lives.

## ■ Millennium, £TBA

**M**ell, if not all of you, should know the story of the secret agency F.I.S.H., it's top agent James Pond and his battles against the heinous crime syndicate J.A.W.S. (Junks Against World Safety).

These leader Dr. Maybe is up to his old tricks again. Not satisfied with causing trouble for poor old Pond's exploits, he has spotted the new CD32 and decided that this is the perfect platform for him to carry out his evil deeds once more.

After the impressive cartoon opening which introduces you to Pond himself, it's the usual hilarious Pond antics. The sophisticated sleuth must travel through the many weird worlds of Sanki's workshop at the North Pole in his meekup attempt to defeat Maybe's deadly exploding penguins.

There are a variety of strange places Pond must visit in each of his meekups, including the toy workshop, filled with killer teddy bears and the cake factory, with its creepy pea soldiers. Not

to mention journeys across crazy chess boards, through boiling bathtubs and even across a room full of ear-drums popping stereo equipment!

Pond is armed with his super expando-suit which allows him to stretch to great lengths to reach some of the levels. F.I.S.H. agents have also hidden many vital pieces of equipment throughout the North Pole to help our finned hero with his mission. These range from power attachments, to help with light through to high powered sports cars and even a flying shower propelled bathtub.

There is not really that much difference in the CD32 version of the game from earlier incarnations of the same title, apart from the rather funny intro and the beefed up music. Those

who already own this game should obviously take well alone, although I must say for the new CD owner who has yet to experience the delights of Pond and his many first release games, this is an excellent introduction to his underwater world and the one which, with the on disc trailer for Pond 3 is an exciting taste of things to come.

**It's the usual hilarious Pond antics**

**lan!**



## J.A.W.S. (Junks Against World Safety)

**T**he most deadly crime syndicate ever, made up of the most deadly gang of criminals ever. This crime syndicate is controlled by the evil Dr. Maybe. It is James Pond's secret duty to put a stop to any J.A.W.S. agent wherever in the world they may strike.



## Dr. MAYBE

**A**fter this madcap scientist's useless invention where reported, he hurried to invent and move in order to prove and harness whatever he found it. Dr. Maybe's world domination plots have been found to many times by Pond, his fondest wish is to turn Pond into fish fingers.

**amiga**  
**Force Rating!**

DEVELOPER: MILLENNIUM  
DISKS: 1  
PLAYERS: 1  
GENRE: PLATFORM  
100% COMPAT. N/A  
HD INSTALL: N/A



Only slight cosmetic changes make this different from the earlier versions.

**74**



# COVER GIRL STRIP POKER Cd!

## ■ On-Line, £TBA

**M**ad reviewers of strip poker games and with a narcissistic conviction too, "why spend your money on this when you can buy a pack of cards and a porno mag?" Flying in the face of convention, we'll begin with this thought, and (after a cost shower) see, whether a game like this has any real merit at all?

The software company's response to these questions is usually, "but magazines and videos aren't interactive!" I suppose this depends on what you mean by 'interactive' (judging titbit widows to yourself), but the young ladies in *Cover Girl Strip Poker* play such a smooching game of cards it won't be long before you ship them beyond their parents.

### Splash the cash

Well, you did the girl stuff with \$2500. If her funds fall below zero she has to remove an item of clothing and 'sell' it for \$2500 to let her carry on playing. Some models 'bribe' you to a black-and-white cinematic strip before revealing to the body-

digitised colour still that sits next to the cards, where don't. Yes, no idea, what happens when you run out of cash as I've never managed to play that badly (and Ian's been playing in a corner of the office with this a bit)—Cd!, but if she wins enough money more you she can buy back her top.

"But what about the speech samples?" I hear you cry. Well they're certainly clear (considering they're on Cd) they damned well should be! Major kudos on the standard Amiga-sounded poker than this. Okay, the samples were digitised, but at least they used professional voices.

"But you can't play poker on your mum's screens, a responsible dad individual who wants to buy this crap and claim it's just for the card game. Maybe not, but there are plenty of PG sims available, and CDSP plays a lousy kind of cards anyway. And let's face it, do we really need another game that portrays women as sex objects? When was the last time you saw a fully-dressed woman in a computer game... long time ago, wasn't it? No wonder 90% of gamers are male."

**Why spend your money on this?**



Depraved, tacky, screaming, probably the worst excuse for entertainment that we've ever encountered.



Enter your name as INOCD for a sad chest to win every game and get to see the girls endlessly.



**Chris!**

■ *Cover Girl Strip Poker* is definitely not a good game. Okay so I got to see plenty of flesh, but that was only because everyone else in the AMIGA FORCE office kept losing so badly! The actual game left a lot to be desired, and not in the way you're thinking either. The game features jerky, monochrome strips and poorly designed stills, which make a really bad job of utilising the Cd's capabilities. Really, this isn't worth it. Let's hope that somebody puts the CD32 to better use in the future. ■



Is this the game for you? We sincerely hope not!

**amiga**  
FORCE

DEVELOPERS: EMOTIONAL PICTURES  
DISKS: CD  
PLAYERS: 1-2  
GENRE: CARD GAME  
100% COMPAT: N/A  
HD INSTALL: N/A



■ A lousy game. Huh said?

## Rich pickings!



## ■ Virgin £25.99

**'T**he bitch is back! screamed the posters... and in this film licence you're left wondering if they mean the alien or Ripley! After crash landing on a prison planet, Ripley discovers that once again she has brought something sinister with her. However, in contrast to the film, here there is more than one alien, in fact there are now thousands of the evil little devils! One's also on her own in the game, without the help of the convicts that came to her rescue in the film.

Anyway, lets have a look at the game. It's a platform shoot-'em-up in which you as Ripley must rescue a group of humans held captive by the aliens. You must free all the hostages before making your way to the exit and the next level.

You have four weapons at your disposal, each of which has it's own advantages and disadvantages. The machine gun is your standard shooter, the flame thrower kills faster but lacks the range; the rocket launcher is the most powerful weapon, ideal for blasting through locked doors but too slow to use on the aliens, while the grenades can be used to kill aliens you know to be hidden off screen.

## Animated Aliens

True to the film, for once, the aliens are incredibly fast. Though they only take a short burst of fire to kill, or a single blast from a grenade, you have to be quick otherwise the aliens will be on you before you can release a shot. It is also vital to watch out for creatures that appear beneath you. Although

the more you play the game the easier it is to anticipate them.

Unfortunately, the aliens move so fast that they render the movement scanner, in the top-right of the screen, all but useless. Still it could be worse. At least when Ripley is hit by an alien they don't drain much of her energy, though they do leave her stunned for a short while. This is an excellent touch. As a rule I hate energy bars because they take the urgency out of a game by allowing you to take hits to your life.

Here the loss of a few precious seconds while Ripley recovers respects that feeling of danger.

That's the guts of the shoot-'em-up element of this game sorted, but what about the platform?

Well, they're great too! Each level is incredibly well designed. They are large enough to allow for challenging exploration, but not so large that they become frustrating.

Combine this with the moody graphics and gory FX to give you an atmosphere of gloomy claustrophobia ideal for an Aliens game. Aside from the odd mobile platform, Probe have omitted most of the clever devices found in pure platformers. (Good thinking guys — they would have only got in the way of the great gorpapay strategy!)

However, on the minus side the game has no kind of level codes — killing the toll not? It seems obvious that people will get annoyed with always having to redo the early levels.

Despite this, Alien 3 is still an enjoyable game. However, the lack of a level code system and the difficulty that the solar has in tracking the aliens inevitably take their toll on the overall mark.

ALI

**“The atmosphere is ideal for Aliens”**



lan!



# Reviews!

**Chris!**

■ If you want your platformers fast-paced, action-packed and tough as old boots, *Alien 3* is the game for you. It's a race against the clock to rescue the captives, and you'll be pushed to find a clock reserver from this in any other game. It really tests you, allowing no time to go to waste. Add to this superb graphics and addictive gameplay to create a high quality platform shoot-'em-up. Forget about the film series. Proper have used a lot of artists' license in the scenarios. Instead just enjoy this as a good, atmospheric game in it's own right. ■

(Above) Gruesome isn't it? That's what happens when you let the aliens grow inside the hostages...or may be it was something he ate!

(Above Right) Far better to load them at their own game and dismember them with a burst of fire.

(Right) Just make sure that they don't give you free flying lessons instead.



**Tip time!**

■ On the first level before leaping onto the rising platform (you'll know what we mean when you see it), fire a rocket and blow a grenade. This will kill two off-springs aliens, and make your jump a safe one. ■



# ALIEN 3

(Right) This guy looks like he is auditioning for a *Schindler* advert!

(Far Right) Read the tip time yet? Well, this is where you do it!

(Top Left) Turning license into a liberty — in the film there was only one alien and not a gun in sight.

(Bottom Left) The descent into hell continues as the mobile platform carries Ripley deeper into danger. This guy's tough though so don't go writing her off just yet!



**amiga**  
**FORCE** Reeling!

DEVELOPERS: PROBE



DISKS: 2  
PLAYERS: 1  
GENRE: SHOOT-'EM-UP  
1200 COMPAT: YES  
NO INSTALL: NO



■ A great platform shoot-'em-up, but a couple of flaws prevent it from being a true classic.

**79**  
**27**

■ NOVEMBER 1993 ■

**amiga**

## Rich pickings!

## DEEP CORE

■ ICE  
£25.99

There's a catch for Captain Damsinator. No wonder he's realized that it was his name that eventually went laughing at. That's a hint of evil alone go and attack the world. Obviously no-one else is capable of dealing with these monsters, so it's up to him, a hero in the real sense of the word, to save the day.

The Captain is certainly its best not to mess with. He's a mean-looking sprite, all boulder bones and bad attitude, who seems to love nothing better than leading knowledge through the water that has entered the sprawling complex he has to save. There are nine large levels to battle your way through, each crawling with various alien monsters. To make your way around each level you have to find the hidden keys that correspond to particular doors. There are also elevators on each level that swiftly transport you to other parts of the complex. Although it's easy on your first few attempts to get lost as you travel around, it's important to make full use of the system to complete a level.

To dispatch any of the aliens that cross his path Captain Damsinator begins the game with a straightforward laser. As you travel around the screen you can improve his firepower by collecting the power-ups released by certain monsters when you destroy them. The monsters

do fire back at you and will kill you instantly if you touch them. However, they always follow the same movement pattern so it's hardly difficult to avoid them.

Captain Damsinator has an oxygen tank that must be constantly replenished if he's to survive. He also has an energy bar that decreases as he takes alien fire. He's far from defenceless, though, being able to return fire and collect power-ups that restore his energy tanks to maximum.

## Shame about the gameplay

The graphics in Deepcore look really good. The game has a well-designed central character, a wide variety of outstanding aliens and some excellent backgrounds. The only problem is that the game rapidly becomes boring.

There's nothing in it that grabs you and makes you want to play on. There are too many frustrating elements to it, the jitters that block your path, forcing you to wait until they slowly rise immediately going to meet them. They're a real irritant and the game soon becomes too much of an effort to bother with.

Knowing that that, it will probably appeal to hardcore players, who will enjoy all the usual platformer bits of jumping, collecting and shooting. There are also some nice touches, such as the sound of the water seeping into pools at the Captain's feet, but it wasn't my type of game. Too easily bored — that's my problem!

Chris!

Blue for a boy, pink for a girl and both for this game.

Characters are back in fashion and some still look stupid.

lan!

There's some neat tactical play on offer here, like raising a robot through an open door then retreating when he fires, letting his bullets explode harmlessly against the closed portals. Unfortunately the game as a whole is boring. The rising and falling shutters aren't difficult to negotiate (just run under it when open, wait a while when shut), so their only purpose seems to be to slow you down. Also, parts of the game are too slow-paced for their own good, encouraging you to stand toe-to-toe with a baddie, neither of you able to take evading action. Sorry guys, but Deep Core did nothing for me. ■

Jim time!

Against some of the stronger aliens hide behind a door when they shoot, then take your own shot and close the door before they can fire again. ■



amiga  
FORCE  
Rating!

## DEVELOPERS: IN-HOUSE

- SERIES: 3
- PLAYERS: 1
- GENRE: SHOOT/EM-UP
- 1000 GAMES: YES
- NO INSTALL: NO



■ Eli-designed and difficult, but not particularly inspiring.

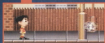
65







# Rich pickings!



■ Play a high chip.



■ Crouch down to fall through thin platforms. If he's still got the ball, he'll take it with him.

■ When a badkile comes at him head-on, the kid can blast the ball at it.



■ The old cliche: 'Birmingham City are on the ball... no they're not, they've taken off it' takes on a new meaning in Soccer Kid — he really is on the ball!



# SOCCER

**W**hich idiot decided to stage the 1994 World Cup in America? A Frank's idea of football is two teams of forty-odd goons wearing armour plating running into each other. These over-weight, over-paid and over-rated plodders can go through their entire career without ever kicking a ball, yet they still call it football.

I disagree. Despite the title, Soccer Kid doesn't recreate the sport the Americans are trying to repair. It's a platform game, but for once it actually tries to add something new to

the game — as well as leaping from platform to platform you get to kick a football around. It's no mean gimmick, either — kicking a ball at the badkiles adds real panache to the game, and there's a host of other moves to perform too. His goal in the game most definitely stands out as to repair the World Cup itself, stolen by an invading alien and smashed into five pieces when he crashed into an asteroid, the shards landing in different countries. All in all there are 30 levels to complete with five bonus stages and loads of badkiles left to discover.

■ Soccer Kid can do more than just run and jump. He's a regular Peewee, performing all sorts of tricks with a ball. Despite the complexity of the moves on offer, they become intuitive after a few plays and add a whole new dimension to the platform genre.

# KID

An exceptional technical achievement

## Over 'ere Son, On My Head...

As you travel through the various countries you must pick up soccer cards, the last that comes in packs of three with a slice of bubble gum. Once you've got the required number (which isn't easy — some are very well hidden) you enter a bonus-stage vehicle. If backed correctly (another deliberate pun), gives a piece of the tattooed trophy.

Graphically the game is little short of amazing, with pixel-perfect backgrounds and out-of-this-world animation. Soccer Kid himself moves like a dorian, and the way the ladders drop dead when smashed

is pretty neat too. Some of the collision detection is a little out, but overall the game's an exceptional technical achievement. There's very little disk swapping involved and as well as recognizing up to three extra drives (!) it utilizes any extra memory you have to reduce swapping and further.

It's difficult to find fault with Soccer Kid. Maybe it gets a little rammy after a while, but if you're into platformers this one's not to be missed.

lan!

## Reviews!

When you know there's a baddie on the way that takes more than two shots to kill, blast the ball long and hard then run after it.

Tip time!



■ He can also use it as a handy transposer — ideal for reaching those difficult-to-get-to platforms high above his head.

■ Watch out for his little kids too — by bouncing the ball on them...

■ ...he can kick it high into the air.



■ Try a sliding tackle to get under low gaps. Again, this works with or without the ball.



■ If you're feeling really smart, try an overhead kick. It doesn't really have much of a bearing on the game, but hey — why not?



## amiga FORCE Rating!

- DEVELOPERS: IN-HOUSE
- GEMS: 4
- PLAYERS: 1
- GENRE: PLATFORM
- 100% COMPAT: YES
- NO INSTALL: NO



■ A wonderfully original platform game, programmed to perfection. Great!

88  
33

## Reviews!

# Rich pickings!

Chris!

■ When Krusty opened his Fun House to the public, he expected to make big bucks. Problem is he didn't really think things through, and now the damned place is a vermin-infested health hazard.

That's the basic idea behind this fun little problem-solving platformer from Virgin. Although not of the same standard, it can be as tedious as *Lemmings* in places, with some real thought needed to trap the rodents. The graphics are great, particularly the mad machines controlled by the Simpson family, for squashing the disease-ridden intruders.

Krusty's has some original ideas and is worth a look if you love *Lemmings*. It could entertain you in its trap! ■



# KRUSTY'S SUPER FUN HOUSE

■ Virgin Games,  
£25.99

It's amazing the effect Bart Simpson's had on popular culture. His cartoons are only on Sky TV over here in Britain, so the majority of the population haven't seen them, yet he's still become everywhere. You can buy Bart pencils, pens, figures... I won't labour the point, but no-one can ignore the justified jokes we all know and tolerate.

Likeable you can't avoid *Lemmings*. Although they're cute enough on mouse, individually they're as ugly as dirt — blue-robed lumps with hair that looks like a mousetrap. But what's all this got to do with Krusty's? I hear you cry! Plenty — Krusty is Bart's pal in the cartoons and his game owes more than a passing nod to *Lemmings*. Confused? If you're not by now you soon will be...

Krusty has a problem. His fun house is plagued with rats, strange, purple ones that walk on their hind legs. Hated them too the Pied Piper, he decides to bow them away himself. He's enlisted the help of Bart and Homer, who bring along their heavy but effective animal machines.

Like *Lemmings*, the rats trundle back and

forth with scant regard for where they're going. Krusty must find items such as blocks and pipes, which, if manipulated correctly, allow the rats to walk straight into the traps where they've crushed, inflated or tried to death. You manipulate their environment in a much more direct way than in *Lemmings*, though you're not in control at all over the rats. Nor can you control the various machines that injure our yellow-skinned ludd but leave the rats unharmed. Look out for bouncing balls and pens to use as ammo. The levels are cleverly designed and there's enough of them to keep you going for a while.

**Krusty's is a killer rather than a save-'em-up**

So is it as good as *Lemmings*? Ah, no. Although the aim of both games is to get the others to a given point on the screen, because Krusty is a killer rather than a save-'em-up the rats are safe unless you succeed. This robs the game of the agency employed by *Lemmings*, where the creatures die in a whole host of ways which you must anticipate and counteract. If you haven't already bought *Lemmings* 2, buy it first. If you're looking for a game that's similar without being a clone, look no further.



Krusty has been warned about snake bites... but will he listen?



## amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE

■ DISKS: 1

■ PLAYERS: 1

■ GENRE: PLATFORM

■ 1200 COMPAT: YES

■ HD INSTALL: NO



■ A colourful, cute cartoon creation, and an interesting cross between *Lemmings* and *Teddy*.

73



# THE EYES HAVE IT!

## THE CRITICS HAVE CAST THEIR VOTE - FLASHBACK IS THE WINNER

“Flashback... outperforms Another World - it's by far the deeper game of the two!”

CORRAN SHERMAN  
Games Retailer (UK)

“This game has no equal in its field!”

DOMINGO DIAMOND  
Gamesmaster TV Series (UK)

“Just awesome!... best Mega Drive game I've ever seen or played!”

PAUL GLANCEY  
Magician (UK)

“...there's over two-thirds of the year left and I can honestly state that Flashback is the game of the year!”

SIMON BYRON  
The One Amiga (UK)

# FLASHBACK



available for your Sega Mega Drive,  
PC & Compatibles and Amiga



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## FORCE

# nine mail

several months I decided (you mean to your flag) to purchase an Amiga 1200, a Philips MB 2 monitor and an extra disc drive. Now my problems start. OK, so not all the games will load, but this is not my problem. What is, is that my local software shop is offering a 60-megabyte hard drive at a good price (ie. 1. Is it worth having? 2. Can I put my existing software on it? 3. Will I still need 2 floppy drives? 4. Can I still have 2 floppy drives and if so, how? 5. Is it worth waiting for the CD Drive? Now I know most readers are under 25, but can you help out on old buffer this time? **Clive Hayward, Swantongreen**

Want to earn yourself a year's subscription to **AMIGA FORCE**? Of course you do! Then write us a letter of outstanding quality and win the much-coveted **AMIGA FORCE** Letter ravel! Our special thanks to the readers who sent in their works of art — keep sending the scintillates, guys and gals.

## HARD DRIVING

Dear **AMIGA FORCE**: I'm a gameplayer of long standing. I owned a 108 Spectrum and used to install sold computers including the latest MS (yet never happened to that level).

OK, so at 34 years old I suppose I should give up (don't be silly — Ed). Until a short time ago I was the fairly proud owner of an Amstrad CPC 6128, but then being a Sports fan and taking into account the unavailability of software I sold it. I started buying ST Action, PC User and of course Amiga Force. After

■ Well Clive it seems you've got a few problems, not least being a Sports fan (is the Amstrad is what you say?). Anyway, never fear, help is at hand, so here's your answers.

1. Depends what you want to do with it. If you only want to play arcade games, then it isn't as much can't be installed onto hard disk. If you're into adventure and strategy games or want to do something serious though, it probably is.
2. Only if it's unprocessed. Check our reviews for what is and isn't HD installable.
3. Yes, for your floppy-based applications.
4. Of course — a hard drive won't interfere with floppies.
5. A special built-on CD drive for the A1200 is in development, so if I knew you I'd wait for that.

I hope that gives you peace of mind Clive and happy shopping. **Chris**



## FURRY FOOTBALL HATERS!

Dear A-Force

I've read John Dyer's letter in Issue Nine about his dog (Jabber) and feel must tell you about my pet. I have a Lower Mongolian Lesser Spotted Tree Shrew who is a real hand at Football as well as making yellow stains on my carpet (I call them something obscene when he performs the latter stunt but his real name is Water Works).

Now about your mag... excellent! The only fault in it is the amount of space you take up for

football games! How many people do you think read Sensible Soccer? In mention those who despise football games! I just can't understand how you manage to fill 2-3 pages with such excitement about Sensible Soccer every month! Other than that I love your great mag. Finally, keep the cut-out and chess cards and the Action Replay jokes. **Mark Cowling, Essex.**

■ Come on now, be honest, you're making your pet up aren't you? I know that for a fact because our Mighty Mongolian Maxine told me so. That way when I could tear him away from his game of

## MARK'S MUTIL



## GIZZA JOB!

Dear **AMIGA FORCE**:

I am only thirteen, yet for the last couple of years I have been thinking about a job in the media.

Up until a couple of weeks ago I was quite a member to be a news reporter. Then just a couple of days ago I bought your job magazine and it suddenly hit me. What hit you? I hear you all say, well how could I begin to think about being a news reporter when I could work for a great computer mag, like **AMIGA FORCE**!

While looking at your name I studied what job I would like to do and I decided on being a Features Editor. Anyway, to get to the point what qualifications do I need to be a Features Editor, who knows, in ten years time I might be on the **AMIGA FORCE** team. I'm looking forward to **The Man With No Name, Leicester**

■ The first thing you want to do is remember to sign your name to anything you write. Especially letters to **AMIGA FORCE**! Seriously though, what you need is a bit of sparkle. To work in a place like this needs a good sense of humour. I can tell you, it helps if you're fairly confident and outgoing, with a bit of common sense thrown in for good measure. As to qualifications, there's no harm in going to college and getting a relevant education, but it's not vital. To work on a computer mag is more

Sensible Soccer mind you. You have to remember that football games are among the most popular on the Amiga and we at **AMIGA FORCE** have to live to public demand. Most of our reader's love football games as much as us — football is the people's game after all! If I could also give a mention to Goal! undoubtedly the game of the moment in these hallowed offices, a challenge on that may be a nice idea (not that you care much for that I guess!).

Despite putting you in your place like that I did actually like your letter so congratulations on winning a years subscription to **AMIGA FORCE**, football games and all.

**Chris**

## LATIONS



■ Console characters get their comeuppance from master of mutilation, Mark Coveling. Mark took our call to arms to heart from issue seven, absolutely bombarding us with all manner of masterful creations.

Too apparently took a bruising from some shameless AMIGA FORCE fans, another of Mark's creations (hey, you can only have so much special) while some characters from *Superman's* *Dragon Riders* await for courtesy of Richard Daly. Keep 'em coming!

about learning on the job, maybe starting as a staffer to get a good grounding in the industry before moving up the ladder into editing.

Oh, I almost forgot, I help if you're a devotee of computer games too!  
Chris

## WHERE ARE THEY NOW?

Dear AMIGA FORCE

I am writing to you with a question I hope you can answer.

Whatever happened to James Pico? He was my favourite reviewer. But he seemed to do less and less then stopped altogether! So I was wondering whatever happened to this most excellent of human beings.

Stephen Hay, Dublin

■ James is now the Editor of that most excellent old magazine, *COMMODORE FORCE*. When he gets the time, he does do the odd review for us, but he's a busy person, you see. However, he does have a lot more to do with AMIGA FORCE than most people would expect.  
Chris

## QUESTIONS, QUESTIONS

Dear Force boys,

I really do hope you print this letter because I have just got word of someone from Coventry in your Force 5 mail. So hopefully I will be able to make history.

Anyway lets get to the point, I have listed some questions that I would like you to answer.

1. Will there be a decent Amiga wrestling game?
2. What is Men Utd Europe like?
3. Is it true that Mortal Kombat will be coming out on the Amiga?
4. Are there any decent boxing games for the Amiga?
5. Will there be any more Console Soccer cups in

your mag? As I think I can beat anyone at the game (don't tell me that!) — E.D.

■ If you do not print this letter I will sell my Amiga and buy a Megatron (Go on, I dare you) — Ed.  
David Gilbert, Coventry

■ You're a feisty little devil David. Print or else! Not only that but you want us to be nice and answer endless questions. Well just to show we harbour no grudges here are the answers —

1. No.
2. Crap.
3. Yes.
4. No.
5. You'll have to keep buying the mag to find that out won't you David.  
Chris

## A BIT OF FRIENDLY ADVICE

DEAR AMIGA FORCE

Regarding your magazine, I find it very helpful clear and concise, and it's cheap! However there are a few points I find could be improved. I was having a flick through my friend's Sega Force Mega and I found some which could be added to Sega Force to make it more attractive. First, the costs on Sega Force Mega is much more sturdy than Amiga Force's cover, which looks flimsy and tears easily. Secondly there is a buyers guide in Sega Force Mega, which gives a view on the game, price/performance and the rating. This avoids having to flick through back issues for past reviews. How about including reviews for the CDTV/CD32, as these are a fair few games coming out for the CDTV and surely there coming out for the CD32? That's all I can think about.  
Craig Scott, Fife

■ This must really be paying on your mind! It's all you can think about Chris! In answer to your last question first, or something like that, we will review games for these machines as and when we get hold of them. Check out this issue for a CD 32 review. I'm glad you like the mag and it's always nice to get some feedback from our readers. I promise we do take notice.

■ Wooooahhh! No doubt on dangerous ground, Richard Daly, aged just 11, has sent us his rendition of poor old Sonic who, and we quote, "got a bit of a shock (when) he ran into Blanka last night". Having kicked back in his favourite directors chair, Bentle is obviously in need of a good rub down and a nice glass of cherry ade. Or should that be first aid? Answers on a postcard please...

## Letters!

## CRASH RE-HASH?

To all of A-Force

I have been reading your great mag for several issues now and, one day, while taking through the mag, I noticed that the AMIGA FORCE team comprised a huge number of ex-CRASH editors. Furthermore, you are all at the same Luton address.

Can you tell me if for me, once and for all, are you the same old team that wrote this great magazine? What lead to the demise of CRASH and your migration to A-FORCE?

The mag's great. It brings back memories of the good old days at CRASH.  
Mark Phillips, Norfolk

■ A CRASH die-hard, eh? Those 'good old days' were indeed a laugh and a hell, but, with the demise of the Spectrum, it was inevitable that the magazine would go the same way (economies and all that). Many of the original CRASH team did move over to other places, as IMPACT and, as you rightly point out, some even made their way to AMIGA FORCE. But they not for the feisty days of the 8-bit, though Mark — the man of the 16-bit is upon us and, hopefully, we can reach the standards that you found in the pages of CRASH.

Well that's enough moaning for this issue. Do please keep sending your letters in. I promise you we read every one you send.  
Chris

## SONIC BOOM PLOY





# amiga

## FORCE



### Pull-out Guide



# PINBALL FANTASIES

## THE CHEATS

Unfortunately these don't work on the CD32 version (there's no keyboard). Before selecting the number of players, type in:

**SEVEN BALLS** — two instead of three

**DIGITAL ILLUSIONS** — stops the ball

going out of play

**EARTHQUAKE** — disables all

**HIGHLANDER** — restores balls

**VACUUM CLEANER** — clears high scores

**FAIR PLAY** — disables cheats



## Playing Tips!

# PARTY LAND

■ A hidden hallway is located in the loop, behind the Skyline. Make the ball stop at the very top of the loop to find it and activate the 5x bonus on the Options.

■ Repeatedly shooting the Skyline lights the Rocket Lights for bonus multipliers and enables you to light the word PURE — flick a flipper to change the letters it, so the ball goes over an unit one. Composing PURE lights up the letter P in PARTY, and puts 5 million points in the Dragon's Mouth (don't forget to collect it). Shooting any Skyline/Loop combination within ten seconds lights up the letter T in PARTY (this is so easy you'll usually achieve it without trying).

■ Shooting the ball round the clockwise loop is achieved with a fairly safe flick of the right flipper. Each loop lights a HAD letter — completing the word MAD lights a CRAZY letter. So it takes a total of 15 loops (unless you collect extra CRAZY letters in the Arcade) to do this and activate the Mega Laugh. This can be an even better career than Happy Hour if you get it right, receiving 5 million for each ramp or passage in 25 seconds.

■ The Arcade is opened by hitting the button to the right of the entrance — really getting with the top flipper. Your Arcade winnings are random, ranging from No Score to 5 million. Perhaps the most useful plus is the lighting of the side lane extra balls. If you're really confident, you can even celebratorily knock it down a side lane to collect the extra ball before Tiling as the ball reaches the bottom of the ramp, so it hits the peg and rebounds upwards back into play. Of course, this is a useful technique to master for when the ball goes down the side accidentally.

■ Shooting the ball from the spring at the lights up the letter bonus counter. Hitting scoring targets for bonus for every shot down the edge.



■ Shooting the anticlockwise loop (including from the spring start) followed by the Tunnel lights up the letter P and earns a million points. Not only this, but as the ball comes out of the Drop Zone, you can attempt to knock it straight round the Tunnel again for 3 million points. Every time after this you get 5 million points — with practice this technique can be a massive points winner. Even if the ball rolls back out of the Tunnel entrance, you can tilt it across to the flipper for another go, as the bonus lasts ten seconds.

the anticlockwise loop (including the top flipper) followed by the Cyclone loop, and adds one to the left flipper, this isn't as good a strategy as the Tunnel, as there's no repeat in repetition — the ball will go straight to the right flipper.

■ Lighting up the PARTY letters takes a long time but it brings up Happy Hour. The latter awards a million points for every target hit during 20 seconds — the best place to knock the ball into is towards the three multiballs at the right end of the loop. Make sure you collect the jackpot from the Dragon's Mouth too.

## GENERAL TIPS

**A**s this table has a lot of instantly available big points on the Amade, and especially repeatedly, hitting the Tunnel, even a novice should get a respectable multimillion score. However, getting results more than \$1 million isn't easy. The best way to play the table is a balanced approach, varying your tactics to gradually light Happy Hour and Mega Laugh around the same time — make sure to collect the Jackpot during these. Always go for the Cyclone/Tunnel with the top flipper after the spring start or anticlockwise loop. And from the Drop Zone, always go for the Tunnel for multimillion repeat bonuses.

■ Hitting the Duck targets is essential done from the left flipper. Light all three HIT letters and you can collect the next snack from the bag under the top flipper — essential done by hitting the ball while it's on the very end of the right flipper. Collecting all three snacks lights the letter A. Quickly shoot the ball round the anticlockwise loop to hit the bonus and double it.



## Playing Tips!

# SPEED DEVILS

■ Lighting the PIT button enables the next bonus multiplier, collected in the Offroad passage. However, it's not really worth concentrating on this unless the ball's already taken in play a long time.

■ Knock the ball up the jump ramp with a carefully-timed flick of the right trigger. This lights the G in GEAR and, if you've already lit the two ramps in quick succession, increases your speed. For every two speed increases, the next car add-on is enabled — indicated by the numbers 1 to 5, and collected either up the Offroad, the jump ramp or the line to the left of the PIT stop.



■ The safest way to get the ball down to the bottom half of the table is by knocking it round the Offroad passage (lighting the letter O in GEAR). However, even this isn't 100% safe as the ball occasionally catches the bumper and heads down the side chute — keep a playful eye out for this, and Tilt it the ball wants rolling sideways.



■ Hitting the BUH letters lights up the A in GEAR, while the MY letters light the R. As the G and E are easy to light up, the BUHMY letters are your main area of concentration when trying to go through the GEARS to enable overramping. The BUH letters are most easily hit from the left flipper. Pressing either flipper rotates the order of M letters, but you don't have time to adjust the unit order for the ball to hit. It's down to luck — just keep trying.

The MY letters are easiest hit with a late flick of the left flipper. Sometimes you can hit the top M as the ball goes up, the right ramp, and it'll stop at the top and come back down — quickly flick a flipper to change the order of M letters, so the top M is unit again; the ball often hits it on the way down.

■ Two position lights don't flashing every time you light GEAR — if you get a hit flashing at one time it may be a hit at all pointing, so you're advised to "cool" them by shooting the two ramps in quick succession. Get to that position and you can go for GEAR — located in the Pi-Stop. This awards a million for every ramp hit during 25 seconds. It also enables the Jackpot during this time — collected by shooting the Jump ramp. Get this and you can collect the Super-Jackpot from the Pi-Stop.

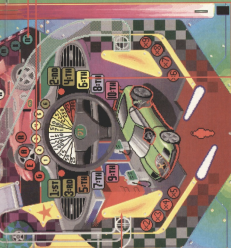
As you need to visit the Pi-Stop twice for the aforementioned huge bonuses, it's worth practicing getting the ball in there. The best way to achieve this is by keeping the top flipper up as the ball rolls towards it from the right. Then flick as the ball's about a third of the way along the flipper.

## GENERAL TIPS

This table can be a bit daunting for beginners. Often the tendency is to concentrate on repeatedly lighting the MY letters to bump up the bonus multiplier. However, this is not a good strategy for achieving a really high score. In fact, the way to score on this table is to improve your race rankings and eventually get to first place where the really big points are. The best way to do this is to concentrate on hitting the BUHMY letters to light up GEAR (the G and E are easily hit, then overrate by hitting the ramps in succession. It's also a good idea to hit 20 ramps to go for the extra ball — which stays in even if you lose the current one. You need all the balls you can get to reach 1st position — they have a handy habit of going down the side chute just when you think you're doing well! It can be frustrating, but this table has the potential for truly massive scores.

■ These ramps are easiest hit from the opposite-side flipper. The left one is the riskiest. Flick too late with the right flipper and you hit the star panel to the left of the entrance — the ball then shoots behind your flippers before you have a chance to react.

Hitting the two two ramps in quick succession earns you a million-point bonus. On this enter any of the position lights are flashing (after lighting GEAR) and you overrate the next one. In addition, every ramp hit goes towards a bonus count: 10 — activates Offroad bonus; all targets score 100,000 for 25 seconds; 20 — lights extra ball to the left of Pi-Stop; 30 — enables Jump bonus; hit the Jump ramp for 10 million; 40 — Offroad bonus; 50 — Jump bonus; 60 — Offroad bonus; 70 — Jump bonus; etc. etc.



## Playing Tips!

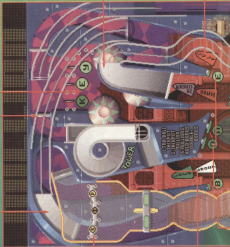
# STONES 'N' BONES

■ Lighting the KEY letters spins the Tower (to the top left of rising arrow) causes five more sets for collection. Park a flapper to change the color of 4 letters, so the ball rolls over an odd one. However, you can't do this for the opening Gid Shot, where you must use Hit to get the ball over the 4 letter.

■ Shoot the upper ramp repeatedly to score a million each time.

■ Shooting the Screams ramp with one to the bonus counter (or two if you're just over the Clear ramp) to enable these features in the Tower — 10 — extra ball 20, 30, 40 — 5 million.

■ Shoot the right passage to reach the Tower. The easiest way to do this is by hitting fairly late with the left flapper — too late and it goes into the Wall. Repeatedly shoot the Clear ramp then the right passage to earn 1, 2, 3... million.



■ When you see 4 STONES and BONES, collect the next ghost by shooting the Clear ramp (the one the Ghost arrow points up) to reach the Vault. Lighting the letters RIP enables a kickback in the Vault (so the ball won't run down that side channel) while in the lower part of the table. If kickback isn't activated, watch the ball carefully when it's ejected from the Vault: if it hits the right bumper and heads towards the left, Hit as it hits the left bumper to avoid it going down the side. In order, the ghosts obtained in the Vault are...

**Bats:** 1 million. **Blue Ghosts:** Tower Hunt — shoot the Tower (automatically opened) three times for 5, 10 and 20 million.

**Green Smiles:** Ghosts extra ball. **Red Devil:** 10 million. **Yellow Peltingbirds:** Rings up the Ghost Hunter feature, where all targets and bumpers score a million for 30 seconds. Shoot the Tower during this for the Jackpot, then immediately again for Super-Jackpot (50 million). **Blue Outpasser:** Enables Multi-Ghost's feature. By locking one ball in the Wall and another in the Vault you can score 20 million on the Screams ramp. **Mummy Head:** 15 million. **Green Reaper:** The best bonus of all gives you 5 million for any traps or ramps shot within 30 seconds. Again, you can collect the Jackpot and Super-Jackpot in the Tower.

## GENERAL TIPS

This is another tricky table which usually offers disappointingly low scores for novices. The key is to concentrate on lighting STONE and BONE to collect the ghosts in the Vault. Make sure you hit the *flippers* many times, too, to enable an extra ball in the Tower. Another tip is to activate the lookback in the Vault (by lighting *FLP*) but deliberately not use it — instead, leave it as it is triggered in case the ball accidentally goes down the left side chute. The big points are to be gained during Ghost Hunter and Grim Reaper — particularly if you manage to shoot the Jackpot in the Tower, as the ball is rejected onto your left flipper, you have a good chance of knocking it back into the Tower for that Super-Jackpot.



■ You'll spend most of your time trying to light all the STONE and BONE letters to activate the next ghost in the Vault. The BONE letters are easy enough, but the STONE ones aren't — you need to hit the ball late with the opposite-side flipper. Another method is to hit when the ball hits the top of the two big bumpers.

■ Hitting the two-dollar targets activates the Small Wheel — knock the ball round the Loop Hill to collect a random money prize. Watch the ball carefully when it's ejected from here.

■ Every time you shoot the Skill ramp, the Bonus counter is increased...  
 ■ — Enables Money Meter: all targets score 500,000 for 25 seconds.  
 ■ — Lights Extra lives in the left passage (must be collected with current ball).  
 ■ 15, 24, 30 — Money Meter.

## GENERAL TIPS

A very tricky table indeed. The main problem is that losing a ball is usually disastrous, as unless you've collected a complete set of prizes, they all become unusable. Consequently you have to achieve quite a lot with only one ball. The key to big points on this table lies with the Clockwise ramp. Practice shooting the letter for collecting that Super-Jackpot while the time comes, obtaining the Flying Monies, bonuses. By repeatedly shooting it after the right ramp and the Cash all Big hitting the Lock later after. Of course, the way to the really BIG points for the Billion is by collecting all the prizes, but you need to have a really good run to do this.



■ Shooting the Clockwise ramp (even from the spring start) activates the Cash x5 bonus for a few seconds: knock the ball into the Lock for at least 2.5 million points. An even bigger potential winner is to repeatedly shoot the right ramp, then the Clockwise ramp for 1, 2, 3... millions.

■ When the Small Wheel isn't activated, knocking the ball repeatedly round the Loop Hill (with left flipper) earns a million points a time.

The first set of three prizes must all be hit before they can be collected in the left ball trap. Worse still, if you lose the ball before they're all collected, they all become unusable again!

**Tip:** Right ramp, Skill ramp, **Tip:** Left passage, Skill ramp, **Can:** Right ramp, Clockwise ramp.

After collecting the first three prizes, you can go for the second set...

**Best:** Right ramp, Skill ramp, right passage.

**Plane:** Right ramp, Clockwise ramp, left passage.

**House:** Left passage, Skill ramp, right passage.

On collecting each set of prizes, the Jackpot is enabled in the right ramp for 30 seconds. Make sure you get it, as you then have a mere five seconds to collect the 50-million Super-Jackpot in the Clockwise ramp.

Collect all six prizes to enable the Million, knock the current ball into the Lock, then shoot the next ball you're given round to the left ball trap for a billion points (no kidding).

# BEASTLORD



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**Budget!**

# F-15 STRIKE

## Budget bargains!

**Tip time!**

To maximize your score in the game, try just flying about practicing your control and combat skills on flexible before attempting to complete a mission.



### ■ Hit Squad, £9.99

A couple of years ago, coin-op manufacturers launched a series of arcade updates based on the daily eighties classics which, for those of you crumbly enough to remember, started the computer games craze. Now the round-table of them all, *Space Invaders* has been transformed into... *Super Space Invaders*!

The legacy of *Space Invaders* has its shoot simple. Here the left-right gameplay is still preserved, although the enemy now do more than just move from side to side. Some expand when hit, requiring further shots to dispatch them, while others multiply into more aliens when you blast them.

### A decade in the making...

The newer ships now drop power-ups such as rapid fire, laser blasters and even a device to summon a beetle-freeing butterfly. Mega monsters appear after a few levels, which must be dispatched to complete the level. Watch out for the battle multi-life phases too — stop the aliens stealing our coin at all cost!

Some of the backgrounds are a little harsh on the eyes, but that's the game's only real fault. *Super Space Invaders* gamewise made it a poor purchase at full price, but at a tanner it throw a coin it's all that bad!

“

At a tanner a throw it can't be bad



lan!

Shoot the buddies at the edge of the formation first, slowing their descent.

**Tip time!**

## SUPER SPACE INVADERS

**Chris!**

All the nostalgia I can feel is seeping into every pixel. *Space Invaders* — it's where it all started really. However, although I was looking forward to a trip down memory lane, I must confess to a certain feeling of trepidation. Could the old classic still shine after all these years? Happily the answer is yes. This is a smart little budget game that, while never being a justifiable full-price, is a worthy addition to any collection. Nice graphics, easy gameplay and fairly addictive. In short, a good game to fill those dull moments when you've just got nothing better to do!



Superior graphics (not that they could be any worse) and the same kind of gripping play make this latest *Space Invader* game truly super.

**amiga**  
**FORCE** Rating!

A classic in its own right dragged kicking and screaming into the 90s!

76

48

amiga

■ NOVEMBER 1993 ■

# KE EAGLE II

**Budget!**

## Kixx XL £12.99

**F**or M it's the latest in the Kixx range of Microprose classics, in which the familiar genre of flight simulators is given a bit of the old arcade treatment. It still comes with a bumper instruction manual for all you flight sim technobuffs, but, on the plus side, is much more accessible. I, like me, you have wading through piles of gunk!

To begin the game you have to first select a difficulty level, which ranges from Rookie, that's me, to those who consider themselves Top Gun (40), that doesn't include you (as you put your hand down — Ed). The next menu asks you to select a mission. Amongst others you can attack (buddy!) in Libya, kill old British old American hang-ups in Vietnam or just sit a flyby (oh Central Europe). Each scenario has it's own difficulties, which have to be discovered and mastered in order to complete the mission.

The game itself boasts fantastic 3-D graphics,

stunning daylight and controls that soon become intuitive. This first point is what really won me over to the game. Many flight simulators expect you to have an extra pair of hands to use all the different controls accessed through the keyboard. Not this one. Obviously there are still a few to get used to, but F-15 if lets you get right down to the nitty gritty of combat with the minimum of fuss.

### Plenty Of Practice.

Even so the old adage that practice makes perfect still rings true with this game. You will need to familiarise yourself with all aspects of

the game before you can feel competent enough to succeed during the missions.

It's true that the arcade element makes life a heck of a lot easier than in other, perhaps more faithful, flight simulators. However, there's also enough depth to the game to keep even the most die-hard flight sim fan happy.

**F-15 lets you get right down to the nitty gritty of combat**

**Chris!**

**lan!**

The arcade approach used by Microprose on F15 if works pretty well. There's far less to them about while playing the game, which will probably give it a wider appeal. The one last I should pick out in the game is the small number of missions, but this is only a minor complaint because there's definitely enough here to justify the price tag. A game designed for those who want that little bit of extra action in their flight sim.

**amiga**  
Rating!

Whether it's your first outing or you are a seasoned pilot, Strike Eagle II is a winner.

**83**

# HARD DRIVIN' II

## -Drive Harder

**Avoid this like the plague**

## Hit Squad £9.99

**H**ard Drive'n' II - Drive Harder. Hmm... now isn't that an interesting and original title. No I didn't think so either. To make matters worse the game is bloody awful as well. It failed badly when first released, so what the hell did the Hit Squad bother re-releasing it for?

It's not worth wasting space on any kind of in-depth review. Suffice to say that this it takes ages to load the game up, when you do the gameplay is unimpressive to the point of inertia and basically the graphics are nothing to get worked up about either. The game does have an action replay sequence, which is intended to make you smile at your worst crashes. Sadly the car actually explodes before it hits the obstacle!

Avoid this like the plague, it's an embarrassment not even worthy of a lazar.



The thrill of the race, the heart-stopping competition...you won't find it here.



**lan!**

Hard Drive'n' II looks fairly good, but that's about it. The screen update is sluggish and the car steers like it's on ice. Consequently you never feel in control of your vehicle. I was really looking forward to this one but all I feel now is let down. This is simply a complete waste of a good licence.



**amiga**  
Rating!

A truly dreadful driving simulation.

**20**

**Budget!**

# GRAND PRIX

## Budget bargains!

### Hit Squad £9.99

**A**n awesome racing experience, accurate in the box, it doesn't say what's quite it is, but if it's made such a bulked-looking comment about this trip, it's worth to remain on your toes.

What's so awesome about graphics that would look more at home in a children's coloring book than in a race game? What's so awesome about driving a car that's almost incapable of taking gentle turns without getting velocity?

The other cars in the race look like they're floating above the track, with wheels that don't appear to be turning. On top of that you have to contend with a control display that's almost completely obscured by the steering wheel. This is not a pretty game!

### What's So Awesome...

What's so awesome about putting your car in position and two miles in a tiny box in the corner of the screen? The black-and-blue car is almost impossible to read in the heat of the race. What's so awesome about sound, featureless scenery and featureless backgrounds that scroll unconsciously? Oh yes, the sound effects are appalling as well. Okay, so the track scenery and the rear-view mirrors are a neat idea, but that just isn't nearly enough.

Last but by no means least, hitting the controls with your little in-lan! So some month as Year 17's are race F17 Challenge is a last lack of awesome properties.

**This is not a pretty game**

lan!



Budding Nige Mansell should steer well clear. This driver handles like a Reliant Robin.



## MANCHESTER UNITED EUROPE



### £9.99

**A** classic in its day, time hasn't been kind to Manchester United Europe, which is ironic really — with the host team having won the Premier League, in some ways there couldn't have been a better time to give it a budget release.

So what happened? First of all, Sensible Soccer happened. Using an up-to-date overhead perspective allowed the Sensible boys to cram in loads of speed, the tiny sprites zipping round like express trains. Secondly, Goal happened. Once Don's masterpiece allowed a choice of up/down or left/right perspectives, loads of speed and a more strategic approach than Sensible. There just isn't any room for Manchester United Europe, even at budget price.

### Lead Of Balls...

So why doesn't it measure up? For starters the animation isn't up to current standards. Okay the sprites are bigger and the side-on viewpoint makes it looker, but at the end of the day it looks lousy. And the scrolling's often a pain in the eyes.

The biggest fault with Manchester United Europe, however, is that it's almost impossible to score. The goalies are great, almost all being in the Union class, and the perspective makes it difficult to put together passing

moves, so expect a constant string of O.O. errors. Hardly gripping soccer excellent, now, is it?

**It's almost impossible to score.**

lan!

Forget it! Go for the more expensive but better value ones!

**The time!**

50

amiga

NOVEMBER 1993



# CIRCUIT

■ Buy F17 instead. ■



Budget!

Chris!

Team 17 have shown how a racing car should be done, a comparison this kind of those should've been left the plot.

The graphics, the sound and the gameplay are all abysmal. It is this kind of rubbish that has turned me against racing simulations, just when I thought F17 could have been the start of a resurgence in the budget field. Well, oh why have The Hit Squad re-released it? Spend your cash elsewhere. Preferably on a formal laboratory if you're determined to buy Grand Prix Circuit! ■

**amiga**  
FORCE Rating!

■ What's so awesome?  
Certainly not this game!

27

I've heard of glory seeking races, but chasing after the ball is verging on the ridiculous. All that number 6 can do is stand there and crap!



**amiga**  
FORCE Rating!

■ A dismal start to the budget league for the reigning champs.

35

## MIDWINTER 2

— FLAMES OF FREEDOM

■ Kixx XL £12.99

Your task as a COBRA spy-cum-Special Agent isn't trash with Midwinter. The People of Agria need your help, once more, and this time it's war (again)...

Hang on, surely we mean, the people of Midwinter? People — rising sea levels have forced them to move, and they're now in the uncomfortable position of occupying the only site in a 40-island archipelago that's not controlled by the evil Sabahan empire. Naturally they're looking towards Agria, so your task is to take over as many Sabahan occupied islands as possible before their invasion fleet sets sail.

Midwinter addicts will feel right at home here, though probably a little daunted by the sheer size of the sequel — Flames of Freedom is gigantic in every respect. Each of the 40 enemy islands is treated as a mission in itself and there are 22 modes of transport available, including planes, hot air balloons, Zippoloes, speed boats, helicopters and even a flying sub!

Every island has its own set of objectives to complete, such as assassinating dignitaries, blowing up buildings, taking secret systems or recruiting others to your cause. There's enough gameplay in an individual island to make it a fair game in itself, so with 40 of them to tackle you won't complete it in a hurry!

The main bugbear with complex strategy settings is their sheer mindboggling, but again FOF comes up trumps. You can play what's basically an action game, attacking a single island with no strategic planning involved, carry out a full raid on a particular island or go for the entire campaign, deciding which islands are of most use to the enemy. I've yet to see a strategy game so hybrid that holds together with no seams showing at all, but this one's the closest yet, perhaps the best we'll ever see.

“Midwinter addicts will feel right at home here”

Like most Kixx XL games Midwinter 2 comes complete with the original jumbo-sized manual, so you're not missing out on anything by buying on budget. It won't appeal to everyone, but true classics never do. Compulsions, to Mike Kingham and the Mastercom boys for taking the bull by the horns and delivering a real blinder.

Ian!



■ In the campaign game, go for the following islands — LOSOS, NICOLA, CAMARIGO, MAKAT, DHAMIA, GINAZAL, DUCUM, SATARA ■



Chris!

■ If you like your games to be tough then Midwinter 2 is the game for you. However, although the game is worthy of a high rating, it's worth remembering that you'll need to be a real strategy fan to fully appreciate it. It's got loads of variety and plenty of options, which all maintains a healthy interest in the proceedings. Add to this a totally free schedule, it will take you ages to complete, and you've got a game a little like your teeth are. ■

**amiga**  
FORCE Rating!

■ A stunning game, excellent value for money at such a low price. Buy, buy, buy!

90

■ NOVEMBER 1993 ■

**amiga**  
FORCE

51

# Budget!

# Budget bargains!

■ Don't travel at high speeds too much in the race: take your time so you can keep an eye out for the obstacles ahead.

**Time!**



**Chris!**

■ It's a shame, it really is. Poor old Graham Taylor, he just can't win can he? Having been condemned by the media for his apparent lack of managerial talent (and why not?) he's also had his name used to endorse this second-rate football outfit. Soccer Challenge has no redeeming features. Boring, like Taylor and his team, (and about sums it up. If you want to see how good this could have been buy Premier Manager — even at full price it makes Graham Taylor's look distinctly Third Division. ■

## GRAHAM TAYLOR'S SOCCER CHALLENGE

■ Buzz, £9.99

Graham is having a spot of bother. The England team are losing, the press are turning on him and he can't decide whether to have tea or coffee with his breakfast. Decisions, decisions... whatever he does the press will have a crotch. "I'll have tea", he thinks. Next morning — "EXCLUSIVE! Famous Taylor in misguided tea spot!" Booming to popular pressure. And day he chooses coffee. "What a faiso — after all he makes up his mind?" they scream. When you're the England manager, everyone thinks you can do your job better than you, but it's probably no worse than playing the friends of a management win.

Once you've ploughed through the boring, characterless options knowing your expectations are pretty low. The equally boring in-game menus do nothing to revive them. They all feature the same old backdrops, with no sound at all, not even a good, exciting one when you click

on an option. It's not as if any of the options are user-friendly either.

Selecting the team before a match, for example, is like pulling teeth. A player is chosen by dragging the pointer to the other side of the screen and selecting his position. Then go back to the team list, select another player, etc. There's the option of viewing the games, but it's not much to write home about.

Even at budget prices Graham Taylor's Soccer Challenge deserves a free transfer. After the individual skills springer approach of Premier Manager (position indicators (attack, defence, midfield etc) don't do it, and the info isn't as accessible either. Save up and buy the Greater Game instead.

**lan!**

## THOMAS THE TANK

■ Alternative, £9.99

Many people don't realise what hard work it is being an old-fashioned steam train with a rather soppy name. It's not all shunting around beautiful countryside in search of the nearest

quaint station. In fact, a typical day in the life of a train involves constant stoking, much humiliation and the odd nasty crashing incident. Thomas The Tank Engine 2 is a cool little racing game full of the hustle and bustle that Thomas and his copycat bunch of friends enjoy. One or two players can choose

between one of a variety of steam engines, as well as a cartage and a double-decker bus. You have the choice of four tracks littered with all manner of obstacles, such as leaves scattered on the line (we've heard that one before), broken tracks, rogue trains and boulders. You

also have to contend with signals controlled by the rate-looking Fat Controller. Hazards are avoided by switching between up to three tracks at the many intersections — when you control Bert the

Bus the roads are designed to match the railway tracks. Naturally, the first vehicle to reach the last station wins the race. In addition, of course

**This game's a real joy to watch, as well as play**



**Challenge deserves a free transfer**



**amiga**  
FORCE Rating!

■ As management sims go, this one barely makes Third Division standard. Divo.

**22**

52

**amiga**

■ NOVEMBER 1993 ■

# ENGINE 2

points your train can enter a bonus round. This entails collecting the letters that spell RORUB; succeed and you'll put a good distance between you and your competitor.

Although this is a game designed for the younger market it's still enjoyable for the older player. After zipping around the tracks a few times the game proves an enjoyable budget racer that's a bit on the addictive side.

Graphically it's fine with plenty of detail on backgrounds and vehicles — this game's a real joy to watch as well as play. (Otherwise, you get the familiar theme music, plus a typical steam train FX. However, Thomas is fun to play, but possibly lacking luster.



**Chris!**

As one of Alternative's new children's range, Thomas 2 is firmly aimed at seven- to eight-year-olds. As such, the gameplay is of a simplistic nature, being a matter of simply dodging hazards as your train chugs along. As many of the obstacles are impossible to spot in time, it's basically a case of learning the track layout. Nevertheless I found it fairly enjoyable for a few races, particularly when competing against a friend. For young fans of Thomas it should provide more lasting fun. **B**



**Budget!**



It looks a treat, but runs out of steam in the gameplay department. Good for the young 'uns!

**Chris!**

This is definitely the one. F17 has truly won me over in base games. I've always found them intriguing in the past, with poor scrolling and tedious gameplay my major gripes. However, F17 is the business. If you want fast and furious arcade style action that turns you into a horizontal road hog when you're controlled by the computer controlled cars, then buy it. It's a great game, utterly addictive and at a bargain basement price you'd be a fool to let it pass you by! **B**

Accelerate constantly, and if you need to slow down a touch on a corner, let go of the accelerator — don't use the brakes.



## F17 CHALLENGE

Team 17, £12.99

**N**o, there's no typing error in the title — Team 17's first budget game (as opposed to re-released full-price) isn't called F1 Challenge after all. The four minute name change was looked on them when Denmark grabbed the official Formula 1 license, silly they spent good money on something that adds so little to the game is anyone's guess, but it won't harm this neat little number — it's one of the best into-the-screen drivers ever.

A racer isn't a racer without a blinding turn of speed and this game's so fast it makes Lindorf Chrome look like Vector Mathew with back trouble. It's silky smooth and, for once, 100% convincing. In most into-the-screen racers there's something that doesn't quite gel, be it unrealistic tyre animation, backgrounds that look incoherently (or [word of self] a car that sorts like it's bolted to the ground while the track's pelted underneath it. Not here. Everything's neatly as it should be, with a beautifully animated car taking turns at entirely believable angles and a very accessible information panel that tells you everything you need to know at a glance.

### Sunday Drivers

In the classic Continental Circus mould, your car travels a bit faster than your opposing vehicles, but, in contrast to your early efforts, they seldom make a mistake. Some racers drive slowly,



clinging to the middle of the track, while others take the racing line, and then there is the annoying prat who wobbles from side to side like a drunk driver. This is a perfectly legitimate hatred of course — it's a game, not a simulation, but it certainly makes you think about.

Just about everything in the game can be customised, including acceleration controls ( joystick or fire button), gears (manual or automatic) and choice of car. You can also opt for a practice session, a single-course race or a full fledged Championship season, and, of course, you can change the skill level. Fastest lap times and uncompleted games can be saved to disk for future use.

Everything you could ever need in an arcade racer is here. However, every silver lining has a cloud, and F17 Challenge has two. Experienced players might find it a little easy and when you get the excellent sound effects to the desired volume during the game you'll be deafened by the far-louder signature tones after the race. Not a major flaw by any means, but it is a little annoying.

Unless Nigel Mansell shows his moulted off before his ravine hits the shelves, this game is the best thing to hit the racing scene for a long while and could easily sell as a full price. In other words, it's a bit of a bang.



- DEVELOPERS: IN-HOUSE
- DESK: 2
- PLAYERS: 1
- GENRE: STRATEGY
- 2DD COMPAT: YES
- HD INSTALL: YES



One of the best Continental Circus clones ever, worth racing to the shops for.



## Going

We're big,  
we're bold  
and we're  
back! Once  
again **AMIGA  
FORCE**, the mag  
that really knows  
its PD, brings you  
the latest  
greatest and  
love-to-hatest in  
PD and freely-  
distributable  
software. Go for  
it, IAN 'RUNNING  
OUT OF  
NICKNAMES'  
OSBORNE...

## STARBASE 13

## ■ Megastix Fields (Shareware, £5)

'Monkey Island' space? Sounds like a catalogue... a lot of options, surely? Well yes, but if this first-time space requires others to do things for you, you will be VERY busy.

After the excellent animated intro sequence in which you're told to take a shuttle to Starbase 13 and see what the problems are, you're faced with a very Monkey Island-like point-and-click interface. Pick your vantage from those on offer in the lower-left hand corner of the screen, and click on the relevant section of the playing area to enter your command, say to check the lockers in the shuttle bay (a pointless exercise, but you're getting to tips from now, highlight 'check' then click on the lockers). It's as simple as you John Major could do it. The hitboxes are fairly well put together (no playing 'fast' the good level) and (fortunately) the lockers aren't cluttered with red herrings that make the world (or at least recognised objects) hard to find. The graphics are functional if not exactly 'Toxics' Fisher standard, though the character sometimes has a little more negotiating objects when walking across a room — this isn't as annoying as it sounds, as the focus isn't too out-of-focus.

For all its qualities, however, Starbase 13 doesn't quite make it. An adventure, be it commercial or PD, text-based or point-and-click, should always have a strong opening with plenty to do and a distinct feeling of progress being made. The only thing you can do in the first few locations here is wander around. This wouldn't in itself be so annoying if you didn't keep walking into items, and getting that sorry for being in the wrong place



at the strong final 'Sudden deaths are the curse of adventures' and there's no reason for this.

Starbase 13 is actually worth a look, but doesn't quite live up to its initial promise. According to the doc files the author is now working on another game, so hopefully this will be a real stunner and this will be regarded as 'the one before the first'.

## AMERICAN FOOTBALL COACH

## ■ Roberts Smith DTP (Shareware)

AMERICAN FOOTBALL COACH is a shareware game that simulates the game of American football. It is a very simple game to play, and is suitable for all ages.



## THE BALROG AND THE CAT

## ■ Zenobi Software (Shareware)

Manoga has a strange affinity for green chocolate. Especially ones prepared according to the ancient Manoga recipe. "Follow the shadow to heaven for a week or less, and stay in hell for a few happy slices of brown bread," Balrogs have gone to war over such delicacies.

Of course, tasty morsels such as this can only be enjoyed in peace and quiet, just before he's lured in. Balrog was disturbed by a scratching noise at the door. "Don't just stand there gawping," said the cat, smoke billowing from his hissing tail. "are you going to let me in or what?"

So began another of Zenobi's Spectrum ports, played with the emulator supplied with the game.



Powered by Zenobi supreme John Wilson, the game is a young's eye a life regarding the map — a later Wilson game would be much lighter. Having said that, though, it's far from sprawling and struts ahead of most contemporary adventures.

Like all of Wilson's games, 'Balrog' is the order of the day. Look out for side-splitting cameos from the rising bookworm, cat-leaping events and a hungry rabbit and of course the eponymous cat. All John's games feature interesting and logical problems — he prepared to EXAMINE a lot and, where appropriate, by the same command a number of times and you can't get far wrong.

A great little game that's more than just a nostalgia tip for those who played The Hobbit on their old 48K Spectrum.

## ASSASSINS #92

## ■ Roberts Smith DTP (Compilation)

Another day, another Assassins compilation, another Case keyboard/desktop theme tune —



this one sounds like a Stock, Adam and Blumstein interpretation of the Shadow Of The Beast theme, but I'm reliably informed it's actually Ahn's The Run Always Stinks On TV.

## BILL

What do you get if you raise a short conical mound on a snooker table, and a depression of similar proportions, fill in all the pockets and drill a golf-type hole in it? Arrested, probably... unless you're a computer programmer, in

# Public!

Public Domain!

## THE WINNING POST

### ■ Mental Image (Shareware)

It's a fruit-machine simulator, but don't let that put you off — The Winning Post is one of the most playable and technically impressive latter-day cat-timed gambles I've ever seen.

Taking horse racing as its theme, the program isn't based on one particular fruit machine but features a wide range of machines that can't be seen in amusement arcades. The numbered reels light the title 'winning post', one letter at a time. Make it all the way to the 'T' and the special mode is activated, where you play one of a number of doo-wop-winning subgames. Needless to say, there's a hard reel feature, a random feature that flat stops the 'winning post' letters scrolling next spin and the option to gamble a win. Hedges are only available through the 'winning-post' feature.

Mental Image hasn't obviously

taken a great deal of time over the game. Instead of just scrolling the reels, making them look flat and definitely unfruit-machine-like, they made use of the Amiga's Copper chip and shaded the top and base of each, giving a far more rounded appearance. They even give a little kick when they fall into place. The overall standard of presentation is excellent, with crystal-clear graphics and an intuitive interface (not that a fruit-machine

isn't particularly difficult to use). Clicking the right mouse button gives a list of winning combinations, something too many slot-machine sims forget, but best of all are the hidden bonus games. For example, right-clicking on the 'M' box on the race track gives you a game called *Plaster*, a shameless clone of the old Amiga arcade game. Run along the blue grid turning it white as you go, each square completed giving you points. Watch out for the energy-eating octopuses, though! Each level completed gives you extra cash to play with when



you return to the fruit machine, a great way of earning doohs should the initial four prove insufficient.

This is without a doubt the best fruit-machine sim I've played on a home computer. Obviously you still can't bet next month's rent on the turn of the reels or walk away with your winnings, but this is a problem no game could solve — if you think the concept's pointless don't buy it, but if you like the odd no-risk gamble, it's worth a bet of anyone's money.

The full game costs £6 and is only available from Mental Image. A demo's been released into the Public Domain, and will soon be available from most libraries or direct from Mental Image as part of The Mental Image Vol 1.



which case you've probably coded the basis of a great two-player billiards variant.

Unlike snooker or pool, *Bill* is played with only two balls, one red the other blue. To score you must 'pocket' your opponent's ball by sinking it in the mid-table hole. Play then continues.

*Bill*'s interface is extremely simple — place your



cursor where you want to aim the ball, and press the left mouse button. Release it again to hit the advancing power bar. The ball algorithm seems very accurate too, putting some commercial billiards to shame. All in all, this is a fine game with a comprehensive one-player option (it would be a 'must buy', but it's still a worthy winner if you're a fan of play with.

## OBOLIDOX

Crude graphics, crap sound, and gameplay... the less said about this mid-80s magazine typist localiser the better, so I'll shut up about it.



## SOLITAIRE SAMPLER

Another Tower Software PD sampler (remember Backgammon from last issue)? You damned-well should, it was really impressive. Again it's a out-of-the-box demo of a Locomotive game, this time featuring five different card games to play on your red or 'no if you register it or buy it as Locomotive.

Like its board-based predecessor, *Solitaire Sampler* is brilliantly executed, with superb presentation and graphics. The on-screen instructions are clear and concise and can be

accessed at any time during the game, and the interface is an absolute dream. The only black mark on an otherwise perfect performance is the price — £10 for the full version! Okay it's brilliant, but at this price it should be!

A compendium of solitaire card games is never going to sell by the bushload, and considering you can buy a pack of cards for a sixth of the cost of the game (isn't it?) is surprising. It's a magic game, and this is an ideal way to try before you buy — and at a bonus a throw, you need one.

Conclusion: There's some good stuff here, with only *Obolidox* where do they get those names? (letting the side down (cliches — avoid 'em like the plague). Give it a go.



# Public Domain!

## PUBLIC ADDRESSES

Write to the following addresses for details of PD games:

### ROBERTA SMITH DTP

198 Falcondon Way,  
Hempstead Garden Suburb,  
London  
NW11 5LL.  
Disk — 95p each. — 50p P&P.

### TOWER SOFTWARE

PO Box 9,  
Gosforth,  
Newcastle Upon Tyne,  
NE3 1QW.  
Write for details.

### MAGNETIC FIELDS

PO Box 110,  
Preston,  
Lancs  
PR2 2BW.  
Disk — £1.00 each, inc P&P.  
A3 SAC for printed catalogue.

### MENTAL IMAGE

10 Mile End,  
Huddersfield,  
Doncaster,  
South Yorkshire  
DN1 8AU.  
Licenceware, CS, PD collections.  
£1.50. Cheques and Postal Orders  
made payable to Paul Robertshaw.

### ZENOBI SOFTWARE

26 Spotted Tops,  
Cirencester,  
Rochdale,  
Lancs  
OL12 1NS.  
Licenceware — £2.49 a disk, inc  
P&P.

## CAPTAIN BONUS IN ANOTHER WORLD

■ **Roberta Smith DTP (Shareware)**

It's not difficult to see where the inspiration for the little AMOS adoring classic — even without the 'sadder' clue in the title, the beautiful animation and moody blue backdrops put once Delphine's classic. There's a fair amount of *Prince Of Persia* in there too. An overly ambitious project, surely? You can't have an AMOS version of *Another World*.

Actually, *Captain Bonus* almost makes it. It's obvious a lot of time and effort has gone into this game. It's well designed, beautifully presented, and (although shamelessly ripping off few classic games) manages to put a new angle on the theme by introducing an object-based system where, at its simplest, it plays further tribute to *Another World* and *Prince Of Persia* later in the game when the prince is found scattered on some spikes, and the main man from Delphine's game (sorry, can't remember what he's called) resurrected.

The game controls aren't easy to master. I cursed it with a vengeance for the first few plays, complaining that its use of mints meant you only had to touch the joystick and you move two inches — very frustrating when you have to stand on the edge of a pit to jump over it. I then discovered that you only had to hold the fire button to walk in the direction you're facing at a steady pace, and could stop at a time. Doesn't the right for stepping through the instruction screens, doesn't it?

*Captain Bonus* is an excellent game, and if you're a fan of the aforementioned commercial releases, well worth a place in your collection. Although it's Shareware, the exact fee isn't specified, so it's up to you to decide how much to send, but personally I reckon it's worth a few quid of anyone's money.



## MICROLAND BULLETIN BOARD SYSTEM

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## FISH 'N' TIPS!

Another month, another mag-fall of excellent tips for the latest and greatest Amiga game! Everything from Syndicate to Lemmings takes pride of place in the AMIGA FORCE tips section. How do we do it? Sometimes we even surprise ourselves...

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## WESTERN EUROPE

## TEAM TACTICS

Your mission in western Europe is an assassination. You only need to send one agent into the town for this mission, but remember to select your equipment carefully. For this mission you must travel light and you only need a shotgun and a walk-bt. An optional piece of equipment is a scanner, although this is not vital.

Welcome back once again to the Impact crime syndicate.

It seems you were highly successful with our last set of tips. So successful in fact that we decided to extend your tips contract and not have you terminated.

So for this mission manual we have decided to guide you through Europe, but remember this is not a time for sightseeing around the many wonders of these fair cities. You have a job to do so ship out your cyborgs and remember all civilians are expendable.

1 Your first target is walking around by this building, which is directly opposite the entrance bridge.



2 Mail around by the building and your victim will eventually emerge. As soon as he does, let rip with that trusty shotgun. He must be killed before he reaches his car and escapes.





# PLICATE

## Playing Tips!



### EASTERN EUROPE

- 1 As soon as you enter the city persuade as many people as you can. For every 15 civilians you persuade you get a cop on your side to add to your firepower.

- 2 After you have wanted that poor sucker, head towards the building with the car sitting outside it.



- 3 If you are in need of a little extra firepower then why not follow the road round to the guard tower? Kill the guard and his Uzi is yours for the taking.



- 2 Now follow your scanner to that dastardly scientist and let him have it.



- 3 As soon as you have blown away that academic fiend quit the mission and move on to the next (SEE, I TOLD YOU IT WAS EASY).



### TEAM TACTICS

Your final mission for this month is another assassination run. This time your target is an enemy scientist. Don't bother trying to talk him back to our side, simply waste him with extreme prejudice. Your equipment for this mission must include a scanner and a persuader. The latter is useful as some of the enemy agents are open to suggestion about their allegiance. As for weapons and other items, grab flammies and a large amount of medikits. This is a quite simple mission as long as you follow our directions.



### TEAM TACTICS

**A**fter your success in the assassination of the mercenary camp leader on your last mission, it has been decided that your next mission will take you to central Europe. While there you must help out

all of the enemy agents who have taken over a city as their centre of operations. You should kill out your healthiest cyborg with as many weapons and medikits as he can carry. If you have to sacrifice your scanner then do not

worry, as the agents will hunt you down themselves. There is, however, one item which can prove vital to your defence, this is the persuadatron and you must carry one into the mission with you.

- 1 You must use the car to smash your way through the two sets of city gates. Make sure you get out of it immediately after the second set, or it will be fired on by a tank car.



- 2 Once inside try persuade as many civilians to join you as possible as these will act as a human shield between you and the agents.

- 3 If you have managed to persuade a cop to join your team he will open fire on any enemy agents who approach.



- 4 When you have emptied your weapons drop them and pick up the dead enemy agent's weapons.

- 5 When all enemy agents are terminated, return to the car.



- 6 Once inside select the side of the road opposite to the car to turn around and head out of the city for another successfully completed mission.

# COMPUTER CHAIR

welcome to the next level



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## WELCOME TO THE NEXT LEVEL

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## Playing Tips!



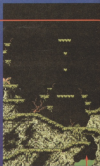
To grab the arches right by the start you must drop down a level to the platform below.



These slime machines are more of a pain than a danger, although a few well placed shots soon dispatches them.

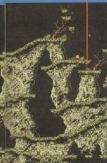


You must avoid long falls into the unknown as you stand a chance of ending up in one of the slime pits across the bottom.



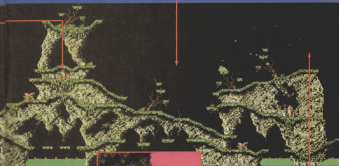
# GLOBAL GLADIATORS

If that poor old energy bar is looking a bit low then why not grab the energy heart here?



If any of those elusive arches seem unreachable then try jumping into the air to reveal invisible platforms.

For those of you out there who don't mind a bit of blatant and totally obvious advertising, then this game is definitely for you. So put down your burgers and grab your joysticks and prepare to combat Slime World 1 with the aid of our totally cholesterol free map.

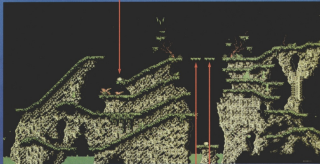


Try to touch these marker arrows every time you see one as they will make it a lot easier if you lose a life.

## Playing Tips!



Jump onto any of these silver tubes and a lump of harmless slime will transport you up into the air. Usually to reach those wonderful arches, although you can use them to access higher platforms.



These platforms look nice and squishy don't they? That's because they're made of slime and will disappear from under you if you spend too long on them.

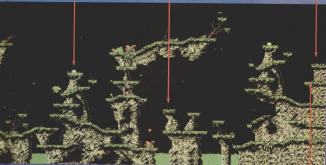


## Playing Tips!

These lower platforms are infested with all variety of slime beasts and are best avoided in favour of the much safer higher platforms. If you are on the higher platforms always look down before stepping off onto the platforms below, this avoids the possibility of landing on top of those nasty slime beasts.



Use these slime steps to reach that good old red haired, slightly psychotic looking hero Ronald McDonald.



If you are at this point on the map then you are in trouble as you have taken a wrong turning. Use the platform above to get through to the slime steps to the finish.

# Playing Tips!

This early Loomers outing has one of the strongest storylines of any adventure, and it's now a Klass XL budget bargain! If you're stuck, here's the entire solution courtesy of AMIGA POWER!



1

The leaf has no effect on the game, but you can interact with it to practice using the interface.



2

Make your way into. Walk towards the tents...



5

After the animation, you're left in front of the Loom with the dais to your right and an egg to the left. Take the dais (it appears under the main window) and examine the egg. You get the CPE (CPE) dais — as it happens you've got it anyway (it's already in your book of patterns). The egg won't actually open until you try to leave the screen. Leave the tent and go right. Return to the diagonal crossroads and take the North-Eastern path.



3

...like so. Enter the large tent to the left. When inside, keep going right until you see...



6

Go on left to the graveyard and disturb the owl by examining the thorns on the far left.



4

Looks as if the Elders are here... the elders in conference. Pay attention as the storyline unfolds.



7

Head the graveyard too.





Go back a screen to the trees. Examine the roses one by one — there's an owl in each. When you've checked all four they sing the NIGHT VISION draft — write it down.



A spinning wheel. Examine it to get the **SPINAW TO GOLD** draft. Practice turning the stone near the wheel into gold and back again by playing the notes backwards.

Go back to the tents, but this time walk right, entering each in turn.



The tent looks like this. Take the book off the table and examine the cauldron of green liquid — this gives the **DYING** draft. Again, have fun turning green things white and vice versa — there's a note in it for you. Examine the bottle for the **EMPTYING** draft.



One animation later you reach a whirlpool. Examine it and listen hard — that's the **TWISTING** draft. Cast it backwards on the whirlpool.



Look where the tree ended up! Double-click on it to enter water, then climb aboard and set sail.



The shepherds won't let you pass, but as they reveal themselves they give the **INVISIBILITY** draft (note — you get it backwards for obvious reasons). Go back to the crossroads and guide Bobbin North to the green city. Enter it.

## Playing Tips!



Walk into the darkness until it becomes highlighted under the eyes. Cast **NIGHT VISION** to reveal...



Go back up here and cast **OPENING** at the sky (remember the gravestone?). The results are dramatic. Go back to the crossroads (OT), and South-West to the jilly.



Proceed left beyond the whirlpool and stop (and here, having gained another note. Walk into the screen to the woods and go left at the junction).



There's a little glass cell next to the crystal perch is tied to the mouse pointer. Examine it — you're teleported to the cell at the front of the screen.

# Playing Tips!

19

Walk left to the domed room, and out through the arched door.



Amiga Action



Amiga Action

22

Unseen you can enjoy their battle. Examine the scrying stone to get the SHAPESHIFTING draft before playing the bell opposite.



Amiga Action

25

Go left, Examine the sheep and as they leap over the fence they give the reversed SLEEPING draft, asking the shepherd. Make a note of it. Walk North then left to the village and enter the large building with smoke coming out of its chimney.

20

Enter the tall building on the left, noting the workers at the top.



23

You re-appear on the water screen (21) but next to the scrying stone (the thing that looks like a crystal ball). Examine it and you see into the future, where you scare off the shepherds with a TERROR draft. Note the notes.



Examine the land, and talk to Fleece. She has a problem. As you try to leave the room she calls you back and shows you a HEALING draft. Make a note of it and leave.

26



21

Listen to their conversation. Walk out of the building, cast the INVISIBILITY draft on the workers, re-enter and ring the bell.



24

Go back using the bell shepherds, and return to the shepherds. Use the TERROR draft.



27

Go to the flock. Point at the sheep and cast the DYING draft. They go green and can't be seen against the grass.





The dragon flies over and snatched you instead, taking you to his lair.

28

Highlight the gold, then turn it into silver. The dragon isn't exactly chuffed, but you get another note.

29



## Playing Tips!



30

Highlight the dragon and cast **TELEPORT**. The results are spectacular.

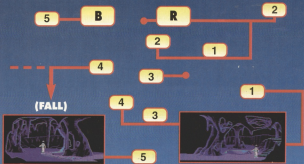


31

Risk down the newly-revealed tunnel into the maze. Cast **WIDEN** in SCOM when darkness is highlighted. You can only see a small portion of the maze at a time, but you should follow the pathway as shown on the map below.

## The MAZE

You must get from the red tunnel (R) to the blue one (B). Follow the path as shown, with tunnels numbered at both ends. When in the room by the pond, examine the water to get the **REFLECTION** draft.



## Playing Tips!



33

When you get out of the maze you're instantly faced with this little number. Highlight the steps and cast **TWISTED** backwards — impressive eh? Follow the newly-created path...



Muddle your way across this screen (there's only one way you can go until you meet a very angry Dwarf).

35



37

...and looks you in here. Examine the stove and take a well-earned rest while Hatchel (now a Duck, remember!) rescues your dwarf. By now you're in Weaver town again due to Pooty's accident. Cast **OPENING** on the door, leave the room and go down the stairs.



33

...to look. Wake the boy with a reversed **SLEEP** draft. He shows you the way to his guild, an devil-shaped building. You need to get in there but you'll be stopped at the gates...



34

...unless you impersonate Rudy using the **REFLECTION** draft. Then there's no problem.

He assumes your dwarf is firewood and throws it on the furnace...

36



38

Listen to the conversation and when the blacksmith stops banging and takes the sword above his head cast a reversed **SHARPENING** draft on it. You're arrested and taken to the Guild of Clerics' cathedral.



39

This is the predicament you find yourself in. Cast **OPENING** on the cage. One animation later you're left alone with Cob but without the dwarf. Examine the crystal ball. After another short animation you're on your own and Cob's dead. Examine the crystal again.

## Playing Tips!

40

Don't worry about writing down the spell you're given. It's hard without the draft, and it's actually the TRANSCENDENCE spell you're given in the Book of Patterns. Walk through the arch.



41



Examine Mandile, who offers you his vision of the future. Casting OPENING on the graveyard, he tears a hole in the fabric and summons Chaos...



42

...who promptly rips him apart with a READING spell. When he's dead, step onto the balcony again, pick up your draft and re-enter the room. On returning to the balcony you're chased by the winged monster previously in the cage and...

43

...fall through the fabric into the nether world. Repair the hole by casting OPENING backwards.



44



You must now repair all the holes, which appear in the land of the living wherever there's a graveyard.

First, though, you must step through the fabric and perform a task. Here, for example, you must cast the HEALING draft on poor old Fluffy before flying back and sealing the hole.

45



Cast HEALING here to revive the shopkeepers, then return and repair the rip. Hey, great tip, eh?

46



Not much you can do for the glass-makers — listen to the dying guilderman, then take your leave and seal the hole.



# Playing Tips!

47

The story unfolds still further when you find the swans. There's not much you can do here except watch and learn, then move on to the hole in your home world to the left of the pool.



50

Watch the SILENCE drift east on Hetchel by Chaos. Reverse it. He goes on to turn her into a fairly snack.



53

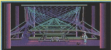
One last task remains. Walk towards the swan and into space, and cast TRANSCENDENCE on yourself, turning you into a swan.



48



This area of the game is a bit more complicated. You can't go the hole so instead make your way to the Loom in the large tent (what do you mean you're forgotten where it is?).



51

Reverse the evil spell Chaos put on her. It's stored in the Loom. If you missed it. Don't forget it—it's important.

49

Examine the Loom — it plays the TRANSCENDENCE draft before you're plunged into a cat-and-mouse chase between Chaos and Hetchel. The final battle has begun!



52



Hetchel is finally destroyed with a FENCING draft, but in casting a Chaos shows you the secret of how to destroy the Loom. Hooah! the spell and off back to watch the fireworks.

54

Not the ending we expected... come on, how many of you thought the TRANSCENDENCE draft was for turning the swans back into humans? Be honest, you've completed the game anyway so you've nothing to lose.



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## Playing Tips!

# Lemmings LifeLine

Well here we are again, the fifth emergency service. Yes, it's your regular transmission of hints and tips courtesy of The Lemmings LifeLine. Judging by the huge amount of letters we have received it would appear that lots of you are at your wits end when it comes to solving Pen Level 22 on the original Lemmings. You also seem to be pulling your hair out over the 16th level on the crazy zone in Oh No! More Lemmings.

We have talked through many a late night, burning more than our fair share of midnight oil, to bring you a solution to both stages, as well as a complete set of level codes to help you out on both games.

Remember if you are stuck on any level in Lemmings, Oh No! More Lemmings or even Lemmings 3 then write to Lemmings LifeLine, AMIGA FORCE, Impact Magazine, Ludlow, Shropshire SY8 1JW. Please remember you must include the level you are stuck on, as well as the password for that level. Sorry, but we cannot make personal replies to any of your problems.

## A BEAST OF A LEVEL

LEMMINGS  
FUN LEVEL 22

If you thought that the earlier levels were strange, then you haven't seen anything yet. It's a real basher's paradise on this level, as you get a chance to don your oh-so-attractive plaid shirt and pretend to be a masochistic lumberjack.

## ACROSS THE GAP

OH NO! MORE LEMMINGS  
CRAZY LEVEL 16

Out of all the crazy levels this must be one of the easiest. Easy of course if you've got our solution and a very fast trigger finger.

You have just enough builders to complete the level, so if you waste one you might as well quit the level as it becomes impossible to finish.

- 1 Use the first Lemming as a blocker at the left of this platform to stop the rest of the team falling off.



- 1 At this point make your first Lemming into a blocker to stop your pals falling off the left hand ledge.



- 2 You must make your second little pal into a basher so that he can begin bashing a path through the trees for his buddies to follow.



- 2 When you reach this point begin building to the right to make a small bridge up to the grey blocks.



- 3 When your builder reaches the grey block make him dig through to the opening behind.





3

Continue to back your way through all of the trees to the right until you reach the lava block.



When you reach this point build another bridge to the right to take you on to the top of green block.



To make the final trip through to the salt you must use another basket to smash through the



**Big** through to the right to open the final route to the exit of this col.



**Blow up your blocker in the gray tower to allow your team to escape to freedom and on to the next game level.**

lower to allow team to escape freedom and a next crazy level.



**4** Allow one Lemming to pass through the passageway then put a blocker behind to stop the others following.



**5** Use the Learning in the hole to dig through the wall to the right, as soon as he reaches the edge turn him into a digger to pass into the next area.



## Playing Tips!

UNION CODE

[illegible]



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# Back issues!

## amiga FORCE

# Back Issues!

Due to popular demand, here is the official AMIGA FORCE bookshop, where you can order shorter tips, tournaments... whoops, maybe not, but you CAN order all those AMIGA FORCE back issues that you might have missed, including that elusive Issue 1. Watch out for more special offers next month!

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# TIPS BITS

## Playing Tips!

Welcome, tipsters and tips seekers! This is the section written by readers, for readers! If you're stuck on any game, simply write in and — if the A-Team can't help you — other readers may be able to offer enlightenment. If you've got any answers to queries raised here, or any great new tips, please do send them in.

The best tipster each month wins a 12-month subscription (if you already have one, we'll extend it!). All the other tipsters' names go into a hat and the one drawn out also wins a subscription. So get writing to: **TIPS BITS, AMIGA FORCE, Impact Magazine, Ludlow, Shropshire SY8 1JW.**

### SHADOW OF THE BEAST 3

**A** I am writing to show Robert Gaud how to pass the puzzle of the fish.

Phil...  
Fish 1 into Pond C.  
Fish 2 into Pond A.  
Fish 3 into Pond C.  
Fish 4 into Pond B.  
The remaining fish won't harm you so keep on the move.  
**Nathan, Maccot, Zeffon, Hella**

■ Cheers for breaking up those fishy tips, Nathan.

### HOOK

**A** I bought my Hook game for the Amiga top last Christmas. I played my game on and on but I could not get his pirate uniform: the hat, jacket and pants. Please tell me how to get them?  
**Adam Seash, Littledown, Bournemouth**

■ No probs, Adam. To get the hat, go to the Pirate Square and get the pole and anchor. Collect a rope from the right side of Beast Man's Pier. Use these together to make a grappling hook. Use the hat and the pole and go up the stairs and onto the balcony, picking up the empty mug on the way. Below you'll get a pirate walking backwards and forwards across the square. Use the grappling hook on the top of the cloth. This will need some practice, but eventually you'll succeed. Swing across the

# CUT OUT CHEAT!

STILL SEARCHING THROUGH OLD MAGS FOR THOSE CHEATS YOU NEED NOW? — CUT IT OUT! 'COZ THAT'S JUST WHAT YOU CAN DO WITH THESE HANDY CHEAT CARDS: SO GET SNIPPING!

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### Dungeons of Avalon 1 & 2

## DUNGEONS OF AVALON 1 & 2

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## POWERDRIFT

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## POPULOUS

### player manager

## PLAYER MANAGER

### fuZZball

## FUZZBALL



■ Thanks for that playing guide. Now, it's just the sort of thing we like to see how anyone else got a playing guide to their favourite game? Send 'em in!

## MYTH

■ Here is my complete guide to Myth which should come in useful for the more flagrant puzzles in the game.

## Nades

At first, stay at the top of the screen, using the satellites and diamonds with locks until the sword and the blue footballs are retrieved. Then cut down the skeleton hanging from the top of the screen and drop down after him. Cut off the skeleton's head as it fall into the ready pit of fire. Aim your footballs to hit the device which flies out. Now pick up his sword and go to the top of the screen, running right until you meet a large green monster. Kill it with the sword and run right until you reach the end of the level.

## Skyres

Quickly aim your sword, but jump over the soldier — it's easier. As soon as you hear the nymph saying "come closer", stop and slowly tap the joystick to the right, but stop as soon as the nymph stops. Repeat this procedure until she says "breathe", upon which she disappears and leaves you an extra energy block. Keep running up to the large statue of Achilles and then repeatedly hit his left foot with your sword while avoiding the soldiers. When his statue collapses, pick up the shield and sword, leaving the soldiers in town instead of attacking you. Whack the soldier with the shield.

## Temple Of Athena

Aim your sword and cautiously confront Medusa. Note the pattern of her shafts and block them with your shield. When she turns her head away, cut it off with your sword and pick it up. Aim the head and keep running and jumping onto the visible platforms — on the last one, jump as far as possible and you should land

safely. Carry the three-headed hydra with Medusa's head, taking care to duck its fire.

**Stay ducked here. Between every shot, stand up and shoot the heads.**



**Then go and stand at the end of this platform and tilt the bottom Hydra head with Medusa's head. If this is done correctly you should not lose energy.**

## Meelstrom

Obtain the axe from the first soldier and then run along the boat,

# Playing Tips!

dominating people until the crow (perched to the far right of the boat) starts flying. Hit the crow when it comes near the ground with an overhead swipe and then pick up the small coin it leaves behind. Do not move about here or you will be struck by lightning.

## Forests Of Nidhogg

Take as many daggers as possible, using them to cut the fat bodies. Pick up the burning stick and use it to set the dragons breathing the women. She then disappears, leaving you the sword. Due to the dragon's smoke-like skin, the daggers have no effect until you make an omen sound in its chest with your sword. Attack as soon as it has swallowed its breath and you shouldn't lose energy.

## Asgard

Again, obtain many daggers from the small demons and throw your daggers into the eye of the skull on



# Playing Tips!

be wall until it stops firing. Then hit the man who comes out of the door, who drops. Repeat this procedure on most lines with the other ball on the wall above and you're taken off to meet Odin himself.

Collect more daggers from the red demons and use them to throw at the punk with the hammer. Get into positions on the various platforms where you can hit him with daggers but he can't get you. When you've defeated him, stand on the top platform and throw three daggers into Odin's head. Watch out for his shots.

## Valley Of The Kings

Are you scared and all the red spikes, the doors are right lighter-colored bricks in the wall. Go to the second door in order and start over a block your way past the traps and collect five keys. However, don't use this yet as it loses your energy. Go back outside and go into the third door in order. Keep going right.

avoiding the traps until you reach the second room. Again, keep moving right — if a trap isn't active, run all the pressure past and run back onto it again.

## Chambers Of Anubis

Kill the Hail Machine dudes with your sword and collect the anchor. Go up the left platform and hit the man waving the headless. Then take the headless and break open the pot containing the vase. Collect the other three vases at the bottom of the screen. Don't bother killing the mummies but just run past them as they are so slow.

If you're too on-energy, activate your anchor and walk over the similar one on the wall in front of Anubis to replenish energy.

This next bit requires you to activate the anchor and stand over the matching anchor in front of Anubis again, but you must be in the exact middle of the anchor on the wall. While there, watch your eye from the previous level but don't activate it while you're

standing. After Anubis has fired a shot, stand up and activate the eye. Then fire it and if you're in the right position, a ball beam should go across to Anubis and you're able to obtain some jumps. Jump up onto the higher platforms and go onto the next level.

## Tomb Of The Pharaoh

Place the vases in the corresponding places in the structure. Trial and error may be required if you get it wrong. When all the flames are lit, kill the head and go onto the next level.

## Realm Of Chaos

This level is a shoot-'em-up through time and space. It might be easier to not select the shield as the first ball becomes taking your hand off the joystick for a second could be fatal. However, select the three-way fire as it's invaluable for the guardians.

## The Final Confrontation

This is where your three-way shots are useful. Kill the heads on the

guardian and then finish him off. **Dan Gray, Skidley, H Humberstone**

What a great guide — thanks for that. Dan, Add your reward for being *Tipster Of The Month* in *Midnight's* head! Only kidding, it's a year's subscription to *AMIGA FORCE*.

## TIPS WINNERS

**Tipster Of The Month** is Dan Gray from Skidley in North Humberstone, for his magnificent *Myth* guide. Send in a guide to your favourite game and you could win too! The lucky lottery winners, picked out of the hat full of tipsters, is Ryan Humphreys from Watlington. Both receive a year's free subscription to *AMIGA FORCE*. Next time it could be you!

### powermonger

#### ELECTRONIC ARTS

A few hints and shortcuts involving cannons and catapults to make these levels easier to pass. Make a *Crusade* experience before clicking on the desired tower and then click on the "invent" icon. After ten seconds or so click on it again and then on the "use" icon. This speeds up the process considerably, but the cheat might only work once on a level.

Something very strange happens if you kill all the ships.

### powermonger

#### ELECTRONIC ARTS

More hints and shortcuts. Enter a shipyard with ships into your army and then click on the "use" icon. This speeds up the process considerably, but the cheat might only work once on a level. If you're too on-energy, activate your anchor and walk over the similar one on the wall in front of Anubis to replenish energy.

### project X

#### TEAM 17

To access the secret stage... At the end of the first level you're confronted by a question that asks a large letter from between a pair of middle bars. Once it's fixed, you can select the letter. The code is "X". After this you'll see the "secret" stage. You then access the bonus stage — shoot the *Galactica* alien that's a big black screen. Other hint, and you'll have a little time. Also, when you die on a really difficult part, when you return to the first level out of the screen before your next stage finishes — you enter a secret (and empty) stage!

### veteran

#### INFOGAMES

**Press the HELP key during play to advance the mission to the next stage.**

### voodoo nightmare

#### PALACE

You've probably noticed all of the natives go to sleep at night. When you pause the game, the daylight timer still runs. It's possible to play during the safe night periods only, pausing the game during the dangerous daylight hours.

### warhawk

#### IMPRESSORS

After loading the game, press F3. When you start a blue blob appears on the screen. Pick it up for infinite power.

### wayne gretzky

#### newman software

While you're playing the game and speeding towards goal with the puck in your possession, press the 7 key to remove the goalie.

### wizball

#### OCEAN

During play, pause the game with the *Pause* key, press *ENTER* and then *space*. Nothing happens, but if you press *space* again and press the *G* key, the screen quickly flashes white and you'll see the "secret" stage. Pressing the *G* key again completes the game, but if you're going to tell you which side, only one of these effects can be used again, and the other has to be re-activated when you play again.

### wizkid

#### OCEAN

Complete a level and buy as many things as you need to build up to a life. Make sure you have 1000 *Wizards* left. When you go to buy more and call back the red balloons and buy another star. It gives you an extra 100 *Wizards*. Keep doing this until you have enough money to buy what you want.

### wolfchild

#### COLE DESIGN

Type **ITS NOT ALL WALKING** during play to activate a *Rick Dangerous*-style level skip facility. You can then access any level.

### zany golf

#### ELECTRONIC ARTS

To get to the secret level, make it to the last level (*Energy*). There is a mouse hole where two eyes appear occasionally. When the eyes turn red, put the ball into the hole to warp to the secret level, "Mystery".

### ZEUS

#### PS LEVEL CODES

- |                 |                 |                 |                  |
|-----------------|-----------------|-----------------|------------------|
| 1. <i>Zeus</i>  | 2. <i>Zeus</i>  | 3. <i>Zeus</i>  | 4. <i>Zeus</i>   |
| 5. <i>Zeus</i>  | 6. <i>Zeus</i>  | 7. <i>Zeus</i>  | 8. <i>Zeus</i>   |
| 9. <i>Zeus</i>  | 10. <i>Zeus</i> | 11. <i>Zeus</i> | 12. <i>Zeus</i>  |
| 13. <i>Zeus</i> | 14. <i>Zeus</i> | 15. <i>Zeus</i> | 16. <i>Zeus</i>  |
| 17. <i>Zeus</i> | 18. <i>Zeus</i> | 19. <i>Zeus</i> | 20. <i>Zeus</i>  |
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| 33. <i>Zeus</i> | 34. <i>Zeus</i> | 35. <i>Zeus</i> | 36. <i>Zeus</i>  |
| 37. <i>Zeus</i> | 38. <i>Zeus</i> | 39. <i>Zeus</i> | 40. <i>Zeus</i>  |
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| 61. <i>Zeus</i> | 62. <i>Zeus</i> | 63. <i>Zeus</i> | 64. <i>Zeus</i>  |
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| 77. <i>Zeus</i> | 78. <i>Zeus</i> | 79. <i>Zeus</i> | 80. <i>Zeus</i>  |
| 81. <i>Zeus</i> | 82. <i>Zeus</i> | 83. <i>Zeus</i> | 84. <i>Zeus</i>  |
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| 89. <i>Zeus</i> | 90. <i>Zeus</i> | 91. <i>Zeus</i> | 92. <i>Zeus</i>  |
| 93. <i>Zeus</i> | 94. <i>Zeus</i> | 95. <i>Zeus</i> | 96. <i>Zeus</i>  |
| 97. <i>Zeus</i> | 98. <i>Zeus</i> | 99. <i>Zeus</i> | 100. <i>Zeus</i> |

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